



Wesley Haines  
(650) 722-3558  
wesley.haines@me.com  
//  
wesleyhaines.com

WORK

Dec 2015 - Present  
*Mountain View, CA*

Nov. 2014 - Apr. 2015  
*San Francisco, CA*

May 2014 - Present  
*San Francisco, CA & Los Angeles, CA*

Jan. 2014 - Apr. 2014  
*Los Angeles, CA*

Interaction Designer @ Google

Defined, designed and executed various projects and initiatives for the Identity team while working with Search, Maps and Android to shape product vision.

Interaction Designer @ Sony Playstation

From concept to wireframes to prototypes, I have designed new features and tools that will be implemented in future updates to the PS4, PS3 and PS Vita.

Freelance Experience Designer

Designed and created a variety of different digital and creative projects for Google, Toyota, Nvidia, Carnival Corporation and Pearson Education.

Creative Resident - UX Designer @ 72U

Designed strategic and creative solutions for clients such as Samsung, Google, Carls Jr. and Tegu. My team was part of an experimental creative program at 72andSunny.

LEARN

Oct. 2014 - Dec. 2014  
*San Francisco, CA*

July 2013 - Aug. 2013  
*San Francisco, CA*

Creative Code Immersive - Grey Area Foundation

Expanded my horizons by learning the power of creative code. Coursework includes HTML/CSS/JS, Processing, d3.JS, Node.JS, Arudiuno, Rasberry Pi

User Experience Immersive @ General Assembly

Coursework covered in-depth studies into user research, information architecture, interaction design, prototyping software and user interface design.

PLAY

Design

- Photoshop  
Illustrator  
InDesign
- Sketch  
Keynote  
Pixate
- Principle  
UX Pin  
Material Design

Technology

- HTML5  
CSS3  
jQuery
- Foundation  
Git  
Unix Ops

Learning

- After Effects  
Origami  
Framer.js
- Node.js  
Swift  
Xcode