Wesley Haines
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WORK

July 2013 - Nov. 2014
San Francisco, CA & Los Angeles, CA

Freelance Experience Designer
Designed and prototyped a variety of different digital and creative projects for clients such as Toyota, Pearson and other various startups.

Jan. 2014 - Apr. 2014
Los Angeles, CA

Creative Resident- UX Designer @ 72U
Designed strategic, creative solutions for clients such as Samsung, Google and Tegu. Part of an experimental creative program within 72andSunny.

May 2011 - June 2013
Washington, D.C.

Web and Marketing Designer @ POPVOX
Re-designed the user interface and experience of POPVOX's advocacy tools and widgets. Helped direct an outreach campaign on Capitol Hill and K St.

LEARN

Oct. 2014 - Dec. 2014
San Francisco, CA

Grey Area's Creative Code Immersive
Expanding my horizons by learning the power of creative code. Coursework includes HTML/CSS/JS, Processing, d3.JS, Node.JS, Arudiuno, Rasberry Pi

July 2013 - Aug. 2013
San Francsico, CA

User Experience Immersive @ General Assembly
Coursework covered in-depth studies into user research methodologies, information architecture practices, interaction and prototyping software.

Aug. 2008 - Dec. 2012
Washington, D.C.

American University
Received two degrees in Art HIstory and "Media & Government" with a minor in Political Science.

PLAY

Design

-Photoshop	-Axure	-Keynote
-Illustrator	-Omnigraffle	-Sketch
-InDesign	-Balsamiq	

Technology

-HTML5	-Foundation
-CSS3	-Git
-jQuery	-Unix Ops

Learning

-After Effects	-D3.js
-Processing	-Backbone.js
-Arduino	-Three.js