



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

WORK

May 2014 - Present

San Francisco, CA & Los Angeles, CA

Nov. 2014 - Apr. 2015

San Francisco, CA

Jan. 2014 - Apr. 2014

Los Angeles, CA

May 2011 - June 2013

Washington, D.C.

Freelance Experience Designer

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

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.

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.

Web & Marketing Designer @ POPVOX

Re-designed the user interface and experience of POPVOX's advocacy tools and widgets. Also helped direct an outreach campaign to advocacy groups and member of Congress.

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

Technology

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

Learning

- |                |          |              |
|----------------|----------|--------------|
| -After Effects | -Node.js | -Backbone.js |
| -Processing    | -Swift   | -Three.js    |
| -D3.js         | -Xcode   |              |