



Wesley Haines
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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 native iOS, Android and web experiences for Google, Toyota, Carnival Corporation, Nvidia, and Pearson.

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

- | | | |
|--------------|------------|------------------|
| -Sketch | -Pixate | -Keynote |
| -Photoshop | -Principle | -Material Design |
| -Illustrator | -Proto.io | -iOS Design |

Technology

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

Learning

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