

Ted Levine

UX / UI & Interaction Designer

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📁 Portfolio: tedlev.com/ux

SKILLS

UI + UX Design
Interaction Design
Interface Design
Rapid Prototyping
Web Design
Responsive Design
Photo + Video Production
Editing + Post-Production

TOOLS

Photoshop
Illustrator
InDesign
OmniGraffle
HTML / CSS
Apple Motion
Final Cut Pro
Ableton Live

EDUCATION

Bachelors of Fine Arts
December, 2011

California College of the Arts
Graduated with Honors
GPA 3.95/4.0

AWARDS

CCA Interaction Design
Finalist Award

California College of the Arts
Creative Achievement Award
2008-2011

Carmen. M. Christansen
Undergraduate Award
2009-2011

PROFESSIONAL EXPERIENCE

2012- Present Interaction Designer at SolutionSet, Google Team

- Developed UX flows for mobile and web applications for Google core.
- Created next-gen visual designs for key products and email campaigns.
- Directed blue-sky ideation sessions and solo brainstorming projects, two of which have been green-lit by Google and are in development.
- Led lectures, video and photo shoots, post-production, and motion graphics.

2010- Present Freelance UX & Web Designer

- Designed UX flows, websites, interfaces, identities for small businesses.
- Completed photography, motion graphics, and video production projects.
- Directed UX flow and SEO audits for e-commerce site and mobile apps.

2013-14 UX & Graphics Designer, Use Your Words

- Developed experience, design, and content strategy.
- Implemented CMS and integrated responsive design framework, resulting in a dramatic increase in organic search sources.

2011-12 Graphics Designer and Coder, AppliedArtistry

- Lead consultant of branding, information architecture and coder.
- Yielded a refined website experience that increased company recognition and sales.

2011 Head of Interaction Design Team, IDEO Airline Challenge

- Led a team to research, design and prototype a luxury airline experience.
- Presented lead experience designers from Google, Apple, and IDEO.
- Won the CCA Interaction Design Finalist Award for achieving a luxury experience that incorporates numerous touchpoints, deep branding and a live interactive prototype.

2008-11 Technology Teacher, The Urban School of San Francisco

- Built seminars for teachers on new interactive approaches in education.
- Subjects included incorporating creative applications in classes, interactive teaching with SmartBoard, narrative storytelling with Final Cut Pro and creating with Photoshop.

2008-09 Lead UX Designer & Content Strategist, Friends of the Urban Forest

- Worked with a local non-profit organization Friends of the Urban Forest to redesign and rewrite their site to yield increased accessibility.
- Implemented a scalable CMS that enabled multiple departments to collaborate and add content.
- After going live, community presence has increased significantly.