I am a UX designer currently seeking opportunities in the professional. I did not graduate with a computer science degree or a human computer interactions degree, but an architecture degree. I began self-teaching myself with the required knowledge to become one in school. I have also recently finished an online program at Bloc.io (similar to General Assembly). The two subjects may seem completely irrelevant. But the truth is, designing an inhabitable space can be a very similar process to designing a digital experience. The process of springing designs out of minimal information given by the client, the iterative design process through the observation of user needs, the need of paying attention to details, knowledge of typography and two dimensional illustrations and most importantly the ability to vision and create hierarchies. Architects possess very similar skills to a UX designer, just under a different subject. My personal undergraduate thesis focused on the how user perceives spaces and how to construct drawings to inspire a certain experience. Furthermore, I have a minor in industrial design where the focus of projects were the research of innovative use of materials and technology and how to suit these innovation to the needs of people. I was not satisfied with what I self-taught in school. Thus, I took a job in construction not only to gain experience in the professional world, but also pay for further training that I wanted to pursue. I have completed the program and I have been looking for a more permanent position ever since.

Please refer to my resume for a detailed information of my experience and education. Should you find interest in my application, I would very much appreciate an opportunity to meet and chat at your convenience.

Sincerely,

Hank