

Clayton Hebenik

UX Designer & Front-end Developer



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About

I'm a designer and front-end developer with a passion for crafting user-centered experiences that are memorable and exciting to use. I love tackling new challenges in digital production and outside work.

Highlights:

- 5 years experience designing and coding web solutions
- Background in Web Design and Front-end Development
- Experienced collaborating in teams and working independently as a freelancer.

Skills + Knowledge



UI/UX Design

Interface Design
Adobe Creative Suite
Digital Prototyping
Lo-Fi Prototyping
User Experience
Usability Testing



Front-end Dev

HTML5/CSS3
jQuery/JavaScript
SCSS
Bootstrap
Wordpress
Sitefinity



Collaboration

Presenting
Ideation
Agile/Scrum

Education



Masters of Digital Media (MDM)

Centre for Digital Media, Vancouver, BC

Master's degree in digital media focusing on User Experience Design and agile development processes. Jointly awarded by the University of British Columbia, Simon Fraser University, Emily Carr University of Art + Design and the British Columbia Institute of Technology.

2016 – Present

GPA - 3.870



New Media, BFA

University of Lethbridge, Lethbridge, AB

Bachelors degree in digital media technologies and their creative application, including graphic design, web development, video production, and 3D modelling.

2007 – 2011

GPA - 3.66

Professional Experience



Web Designer + Front-end Developer

Freelance

2016 - Present

Design and code web solutions to meet client needs. Effectively communicate designs, deliverables, and expectations.

Clients:

thehardtimes.net | nomme.ca | urban-realty.ca



Web Designer + Front-end Developer

Anderweb, Calgary, AB

2011 - 2016

Collaborated with development team and stakeholders to design, code and launch client web solutions for local businesses, ecommerce, and database management.

MDM Project Experience



UX Designer

Client: Twist Performance + Wellness

May 2017 – Aug 2017

Mobile application allowing users to set and track goals

Design and test core interactions with wireframes, rapid prototyping, competitive research, user research, usability testing.



UI/UX Designer

Project: Planet Creator Virtual Reality Game

Client: Fire-Point Interactive

Jan 2017 – Apr 2017

Game for HTC Vive teaching children about the composition and formation of planets.

Designed and implemented UI elements. Collaborated with team on rapid prototyping and experience design. Communicated design with storyboards and documentation. Facilitated user tests to direct design decisions.