DAVID PUERTO IS AN AWARD-WINNING, HANDS-ON DESIGN TECHNOLOGIST MESHING ART AND TECHNOLOGY DELIVERING NEXT GEN UX FOR THE SCREEN.

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EXPERIENCE

FACEBOOK
UI Specialist May 2014-May 2015
UX Research on the IDE experience, art direction, some iconography, typography, design lannguage, and UI implementation landing commits in HTML/CSS/SVG for the open source projects `Lyric` and `Nuclide`.

MICROSOFT XBOX, MICROSOFT CFIT
Prototyper January2012-April 2013, September 2013-January 2014
Explored Xbox SmartGlass 2.0's touch-based user experience providing high-fidelity prototypes via web technologies maintaining a single codebase for cross-platform testing. Prototyped and implemented designs for HRWeb with ARIA-tags for inclusion. Prototyped a filtering system to locate and communicate with employees who had bandwidth and expertise based on #hashtag filters that were

FUJIFILM SONOSITE
Prototyper April 2013-August 2013
Prototyped a handheld ultrasound device for military and medical professionals. Think of it as something along the lines of Star Trek's Tricorder.

VERIZON WIRELESS
HTML Developer February 2012-December 2012
Delivered the needs'-based presentation layer for an internal ad CRM from the ground up alongside a software engineer. Prototyped the tablet experience for VZW's account management and device management interfaces. Reused my HTML/CSS to create a responsive, living pattern library while single-handedly refactoring the client-side markup and style sheets from offshore teams.

SHERWIN-WILLIAMS
UX Designer July 2011-January 2012
Created a responsive, living pattern library for front-end developers using HTML5/CSS3 adhering to SMACSS and OOCSS principles that would display perfectly, device-agnostic, across any browser. Served as a liaison between outside agencies and Sherwin-Williams.

DEALERSKINS
Flash Designer March 2008- October 2010
Delivered a full-Flash website every three days serving as the presentation layer over a custom CRM tool built in Flex. Designed visual mockups for NADA competition. Produced prototypes for future products. Redesigned the company's homepage and campaigned for a move away from Flash back towards traditional web technologies. Played catcher on company kickball team.

THE CENTER FOR RURAL DEVELOPMENT
Web Designer September 2004-December 2006
Quintessential "foot in the door"
Supported a federal non-profit and their affiliates, including internal and external clients of a 42-county service area in Southern and Eastern, Appalachian Kentucky through a myriad of web and graphic design initiatives promoting the arts, technology, entrepreneurship, leadership, youth development, personal accountability, environmental responsibility, and small business development. Was able to establish a skateboarding park alongside baseball and soccer fields working with young athletes and community leaders to provide a safe haven for the skateboarders to avoid a city ordinance banning skateboarding.

SKILLS

Interaction and UX design
Visual design
Motion design
Prototyping
Product definition
Creative direction
Design integration

TOOLS

Sketch
Photoshop
Illustrator
Flash
Codepen
HTML5 (high-level)
CSS3 (expert)
Javascript (intermediate)
PHP & MySQL (novice)
HTML-preprocessors
CSS-preprocessors
JavaScript libraries
SublimeText
Atom + Nuclide

AWARDS

1st place in Seattle's largest hackathon: #hackHousing Zillow Hackathon February 2015, Seattle, WA

Best of Show
Portfolio Review
December 2007
Soldiers & Sailors Hall
Pittsburgh, PA

EDUCATION

Bachelor of Science
Interactive Media Design
The Art Institute Online
Graduated December 2007