

# Danny Lubber

## experience

### **UX/UI Designer // Product Manager**, Fake Crow

December 2015 - Present | Los Angeles, CA

*Primary Duties:* Designing wireframes, building high-fidelity prototypes, product managing off-shore development team, presenting deliverables to clients, QA

*Secondary Duties:* Conducting user research and usability testing, writing comprehensive analytics reports, writing engaging marketing copy, and organically growing user base of internal SaaS product Xtensio

### **UX Designer**, DESIGNATION Labs

May 2015 - September 2015 | Chicago, IL

Concentrated in UX during 4-month bootcamp. Led research teams, synthesized findings, create scenarios/personas, designed wireframes, and developed prototypes. Projects ranged from a companion mobile app for wearable device to a card-sorting web application.

### **Director of Operations & Marketing**, Fractured Prune

March 2014 - May 2015 | Phoenix, AZ

Launched Fractured Prune Doughnuts Arizona, opened 5 stores in 1 year. Designed customer-focused systems to effectively manage and motivate employees. Wrote operations handbook, detailing how to open, manage, and market a retail operation. Produced all marketing material, social media content, email campaigns, and press release copy. Implemented many digital products (online ordering, loyalty program, scheduling) - and managed maintenance.

### **Clinical Interventionist**, Southwest Autism Research & Resource Center

June 2013 - February 2014 | Phoenix, AZ

Led social skills classes for children and adults diagnosed with autism spectrum disorders (ASDs.) Worked with employment-ready adults by mock interviewing, résumé-building, job-hunting, and on-site job-training.

## online

portfolio: [www.dannyluber.com](http://www.dannyluber.com)

[linkedin.com/in/dannyluber](https://www.linkedin.com/in/dannyluber)

twitter: @dannyluber

instagram: @dannyluber

## education

University of Southern California, 2013

Social Sciences (Psychology)

USC ASSC, Student Government

USC Institute for Creative Technologies

## skills

Research & Interviews

Scenarios & Personas

Information architecture (IA)

Storyboarding

User & task flows

Application Maps

Wireframing

Prototyping

User Testing

Interaction design

UI animations

Copywriting

Social media marketing

## languages, software, platforms

HTML/CSS

Adobe Creative Suite

Sketch

Omnigraffle

Balsamiq

Invision/Marvel

Axure RP

Keynote

Wordpress

Intercom

Trello

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