**Drew Goff**

Design Technologist

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**Portfolio**: [https://drewgoff.com](https://drewgoff.com/)

**Skills**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **User Experience** | **Visual Design** | **Design Tools** | **Languages** | **Frameworks** |
| Competitive Analysis | UI design | Sketch | HTML | React |
| User Interviews | Layout design | Figma | CSS | Angular 10 |
| Personas | Typography | InVision | JavaScript | Node.js |
| Journey Map | Color Theory | Photoshop | SVG | Next.js |
| Sitemaps | Wireframes | Illustrator | JSON | Sass |

**Executive Summary**

* Design technologist with 9 years of experience in conducting user research, designing interfaces and coding in front end development.
* Fluent in design applications such as Sketch, Figma, InVision, Adobe Photoshop and Illustrator
* Fluent in HTML, CSS, Sass and SVG; experienced in JavaScript, JSON, Angular and React.
* The last two years of my career have been the most rewarding. As a Contractor at Caterpillar, I participated on a team to design the fourth-generation operating system. Another opportunity I had included designing and developing crime investigation software and for Capital One.

**Work Experience**

**UX/UI Developer (Contractor)**

Capital One

*Aug 2020 – Dec 2020*

+ Worked with designers and bring their designs to life in code. Coded their designs in Angular, TypeScript, SVG, HTML, CSS (Sass), and Tailwind.

+ Design interface components in Sketch and coded them as components.

+ Part of a large development team that creates internal software applications for Capital One.

**UX/UI Developer (Contractor)**

Caterpillar Inc.

*Sep 2019 – May 2020*

+ Brought on to design and build the 4th generation OS user interface for the Earth moving division. We designed the interfaces and coded them as web components (JavaScript, Shadow DOM, HTML, CSS and SVG) to support nine software teams around the world.

+ Created Axure Pattern libraries for our design system.

+ Wrote scripts, designed storyboards, did voiceover and created 2DS/3D animations; for teaching the high-level management about the benefits of Design Systems.

**Design Technologist**

UX Coding

*Mar 2019 – Present*

+ Designing and coding a marketing website and web application that teaches and UX/UI designers how to code. What makes this course unique, is that I am teaching complex code concepts visually to designers.

+ Conducting the user experience interviews and competitive analysis.

+ Designing the personas, journey maps, sitemaps, wireframes, hi-fi designs and logos.

+ Coding the web application and marketing website in React, Next.js, Node.js, MongoDB, HTML, CSS, and Sass.

**UX/UI Designer**

SIGMA Equipment, Inc.

*Sep 2016 – Feb 2019*

+ Worked on a software team as the sole UX/UI designer. Once design was completed, worked on the software team coding the designs the React.

**UX/UI Designer**

OneMain Financial

*Dec 2014 – Sep 2016*

+ Designed the consumer facing mobile app which was available through the Apple IOS and Android store.   
+ Designed 28 internal web applications with a team 38 software engineers.  
+ Developer and designer of the framework “OneMain Elements”. What makes Elements unique is it’s build using Object Oriented SASS (CSS) and JavaScript. What really makes it different though is that every object has been designed for exact measurements in Adobe Illustrator. This allows us to expedite UI development by reusing code and to create consistency among designs.

**Web Designer (Contractor)**

CNO Financial Group

*Jun 2014 – Oct 2014*

**Multimedia Specialist**

Truth@Work

*Jun 2012 – Jun 2014*

**UX Designer | UI Developer | Photographer**

Simona De Silvestro – Indy Car Driver (Indy Car Driver)

*Jan 2012 – Jan 2014*

**Education**

**Indiana University Bloomington**

*Bachelor’s Degree 2002 – 2006*

**Major** in General Studies

**Minor** in Psychology and Media Production