Eric C. Smith is a UI/UX Designer & Developer located in New York City

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EXPERIENCE

July 2018 – Present. New York, NY.

J&J Design Studio – Sr. Interaction Designer

Sketch, Invision, Webflow, HTML, CSS, React, Javascript

1. Created a flexible design system allowing for J&J to consolidate 250 medical device websites.
2. Built a front-end code prototype to show animations/interactions and act as a digital styleguide for our developers.

May 2017 – July 2018. New York, NY.

NBCUX Lab – UI/UX Designer & Developer

Adobe CC, HTML, CSS, Javascript

1. Designed and developed websites for the Universal Pictures films: American Made, Jurassic World & The Lorax.
2. Small agile team that acted as a UX Design and Development agency within NBCUniversal.
3. Contributed front-end code to a web video player shared among NBCU's entertainment brands.

September 2015 – November 2016. San Francisco, CA.

Wrap Media – UI/UX Designer & Developer

Sketch, Principle, Adobe CC, HTML, CSS, Javascript

1. Created mobile web experiences for external clients with a focus on interaction design.
2. Designed and prototyped features that were integrated into their app creation and distribution web SAAS product.
3. Contributed front-end code to a codebase, implemented interactions in the product.

May 2015 – August 2015. Alameda, CA

Perforce – UX Designer & Researcher

Sketch, Adobe CC, Invision App, Proto.io

1. Conducted generative research and conducted interviews to gather insights and requirements for a new product.
2. Developed and applied new brand guidlines in across products. Applied the style guide in a new product.

May 2014 – May 2015. San Jose, CA

Cisco – UI/UX Engineer

HTML, CSS, Javascript, Backbone.js, Node.js, D3.js

1. Engineer on a small team focused on creating a Backbone.js web application that allowed our users to visualize traffic on their Wide Area Network.
2. Developed data visualizations utilizing the library, D3.js.

ABOUT ME

Hello, I'm Eric. I love being creative, exploring, broadening my horizons and crafting awesome user experiences in my projects. When im not designing or coding, I'm a photography enthusiast and love being outdoors.

EDUCATION

March 2015 – May 2015. SF, CA

General Assembly –UXDi

UX Design Immersive Program

May 2014. Amherst, MA

Computer Science – BS

University of Mass. Amherst

SKILLS

HTML5, CSS3
LESS, SASS, Bootstrap
Sketch, Zeplin, Craft
Adobe Photoshop, Illustrator
Proto.io, Invision, Principle,
Interactive Prototyping
User Testing, User Interviews
JavaScript, Typescript, jQuery
AngularJS, BackboneJS
Git, Github, Heroku
NodeJS, NPM

VOLUNTEER

2017, 2018

Design Mentor

Protohack: Design-a-thon

2018

Design Mentor

Design For Impact: D4i