Eric C. Smith

A UI/UX Designer and Developer located in New York City

hi@ericsmithux.com
+1 508 733 4510
Brooklyn, NY

ericsmithux.com
github.com/erchsm
codepen.io/erchsm

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

Mar. 2015 – May 2015. SF, CA

General Assembly – UXDi

UX Design Immersive Program

Sept. 2010 – May 2014. Amherst, MA

Computer Science – BS

University of Massachusetts Amherst

HTML5, CSS3
LESS, SASS, Bootstrap
Sketch 4, Adobe CC
Proto.io, Invision, Prototyping
User Testing, User Interviews
JavaScript, Typescript, jQuery
Git, Github, Heroku
NodeJS, AngularJS, React

Sept. 2015 – November 2016. San Francisco, CA.

Wrap Media – UI/UX Designer & Developer

Tools — Sketch, Adobe CC, HTML, CSS, Javascript.
–Created mobile web experiences for external clients with a focus on interaction design.
–Designed features that were integrated into the SAAS product specifically around card component configuration.
–Contributed front-end code to a codebase, implemented components in the product
–Designed and developed multiple iterations of the company website.

May 2015 – August 2015. Alameda, CA

Perforce – UX Designer & Researcher

Tools — Sketch, Adobe CC, Proto.io.
–Applied Lean UX principles across the Perforce's product suite from a centralized design team via 1-week design sprints with regular design critique sessions.
–Developed and applied new brand guidlines to various products. Applied the style guide in a new product.
–Created multiple prototype iterations and conducted generative research sessions to gain insights into an early stage web product.

Mar. 2015 – May 2015. San Francisco, CA

General Assembly – UXDi Program

Tools — Sketch, Adobe CC, Invision & Proto.io.
–Utilized best practices for User Experience Design, User Research and prototyping during a 10-week immersive program.
–Created projects with external clients in design teams. Redesigned an experience for a children's book publisher.

May. 2014 – May 2015. San Jose, CA

Cisco – UI/UX Engineer

Tools—HTML, CSS, Javascript, Backbone.js, Node.js, D3.js
–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.
–Created a network traffic visualization UI working closely with designers utilizing the data visualization library, D3.js.
–Contributed to the product's developer site and API documentation.