

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

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May 2017 – Present. New York, NY.

## NBCUX Lab – UI/UX Designer & Developer

Adobe CC, UX Pin, HTML, CSS, Javascript

1. Designed and developed websites for Universal Pictures films, American Made, Jurassic World & 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.
4. Delivered live code prototypes for mobile and web products.

Sep. 2015 – Nov. 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.
4. Designed and developed multiple iterations of the company website and product messaging.

May 2015 – Aug. 2015. Alameda, CA

## Perforce – UX Designer & Researcher

Sketch, Adobe CC, Invision App, Proto.io

1. Applied Lean UX principles in 1-week design sprints with regular design critique sessions with the design team and stakeholders.
2. Developed and applied new brand guidelines in across products. Applied the style guide in a new product.
3. Rapidly created prototype iterations and conducted generative research sessions to gain insights on an early stage 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. Created a network traffic visualization web interface while working closely with designers.
4. Contributed to the product's developer site and API documentation.

### CONTACT

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

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

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### ABOUT

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.

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### 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

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### DESIGN TOOLS

Sketch, Zeplin, Craft,  
Adobe Photoshop, Illustrator,  
After Effects, Principle,  
UXPin, Proto.io, Invision,  
Interactive Prototyping  
User Testing, User Interviews

### DEVELOP TOOLS

HTML5, CSS3, SVG,  
LESS, SASS, Bootstrap,  
JavaScript, Coffeescript,  
jQuery, D3, React,  
Angular, Backbone,  
Git, Github, Heroku,  
NodeJS, NPM, Gulp.