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

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

- 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 guidlines in across products. Applied the style guide in a new product.
- 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

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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.

#### **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

#### 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.