

# Eric C. Smith is a UI/UX Designer & Developer located in Brooklyn, NY

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

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

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“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”

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March 2015 – May 2015. SF, CA  
**General Assembly – UXDi**  
UX Design Immersive Program

Sept. 2010 – May 2014. Amherst, MA  
**Computer Science – BS**  
University of Mass. Amherst

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

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

## Wrap Media – UI/UX Designer & Developer

Sketch, Principle, 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

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 guidelines 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.

May 2014 – May 2015. San Jose, CA

## Cisco – UI/UX Engineer

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.

March 2015 – May 2015. San Francisco, CA

## General Assembly – UXDi Program

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.