


# Gareth Hobbs

## Product Designer

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 New York, NY  
• Open to remote work

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 [behance.net/garethhobbs](https://www.behance.net/garethhobbs)

## Skills

- Lean UX / Design Thinking / UCD
- User research
- Affinity Mapping
- 2x2 Strategy Workshopping
- Competitive Analysis
- MVP Documentation
- User Personas
- Usability Testing
- Wireframing
- Prototyping
- UI and Visual Design
- Animation Prototyping
- Sound Design

## Tools

- Figma / Sketch
- Miro
- Adobe Illustrator
- Adobe Photoshop
- Balsamiq
- Invision
- Usability Hub
- Atom

## Awards

- "Best Sound Design" **winner**. United Solo Festival NYC 2016.
- "APRA Award for Best Music" **winner**. Auckland Theater Awards 2015.
- "Sound Designer of the Year" **nominee**. Chapman Tripp Theater Awards 2014.

## Summary

Product designer skilled at problem-solving and creating beautiful and intuitive UIs. Former sound designer for theater with experience working in diverse creative teams while using an iterative design process. Brings a unique perspective to UX through his background in narrative storytelling.

## Education

### CAREER FOUNDRY, UI DESIGN CERTIFICATION, FEB-NOV 2022

- 700+ hours of intensive project-based training.
- Designed five digital products utilizing tools and methods that included Figma, Lean UX, UCD, design thinking, competitive analysis, MVP documentation, user research, user testing, Usability Hub, affinity mapping, personas, mood boards, illustration, wireframing, interactive prototypes, branding, icon design, and interactive animation. [View projects here.](#)
- Specialization in frontend development.

### VICTORIA UNIVERSITY OF WELLINGTON, 2009

- Bachelor's degree in English and Theater.

## Experience

### ASSOCIATE UI/UX DESIGNER, BINGE CULTURE COLLECTIVE REMOTE PART-TIME, MARCH 2022-PRESENT

- Collaborated in a Lean UX process to redesign the website experience and led the re-branding for a theater company.
- Contributed to strategic ideation workshops using Miro, presented mood boards, developed a new logo and visual identity, and created mockups of user journeys in Figma.
- Constructed an [interactive prototype](#) in Figma of the redesign now being used to secure funding for continued development.

### EDITOR AND MIXER (FREELANCE), SILVER SOUND NEW YORK, NY, MARCH 2022-PRESENT

- Produce weekly broadcast-ready podcasts from raw audio.
- Edit recordings for clarity, understanding, and storytelling flow. Repair, mix, and master audio to broadcast standards.

### SOUND DESIGNER, THE WOOSTER GROUP NEW YORK, NY, 2015 - MARCH 2022

- Contributed to the development of original theater works from inception to touring production as part of a core creative team.
- Created sound designs and vocal arrangements, directed performers, and supervised local technicians on tour.
- Was an essential contributor to five productions that toured extensively around the world. Musical director for "The B-Side," included in "The Best Theater of 2017" by The New York Times.