GARRET DEPASS Product Designer, San Francisco, CA

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Human Centered

Design

My task as a Product Designer is to help create solutions, not just software. I use thorough research, deep design thinking, and sound testing methodologies to create beautiful products that solve problems.

Where I Went:	What I Did:	What I learned:
Up Next	PRODUCT DESIGNER • Collaborates on design, from end-to-end, across departments.	• New design tools
	Engages in qualitative and quantitative research, driving strategic product decisions	The best parts of your process
YOUR COMPANY	Balances user needs, business goals, and engineering constraints to create elegant solutions	• Additional coding skills
2016 - Present ANOVA CULINARY	 UX DESIGNER Designed and implemented User Accounts in mobile app Designed and implemented an Alexa and Google Home Skill Conducted over 100 user studies and usability tests Increased revenue on key pages by 30% through improvements to eCommerce UI Helped evolve company's design language 	 Principle After Effects Photoshop Illustrator InDesign HTML, CSS, JS Responsive Web Design
²⁰¹⁶ GENERAL ASSEMBLY	 STUDENT PROJECTS Developed onboarding flow for blind & low vision individuals Created Companion mobile app for medical alert device Participated in regular design critiques Conducted approximately 30 user interviews 	 Sketch Invision Usability testing Design Studio Pair Design User Research
2008-2016 MAGICIAN	 SELF EMPLOYED Owned and operated independent business Developed build-test-learn methodology to move quickly from a rough show concept to a polished performance Participated in daily critiques with fellow performers, and integrated spectator feedback into the process as well 	EntrepreneurshipIterative DesignPresentationDesign critique
	METROPOLITAN STATE COLLEGE OF DENVER Course of study: Theater	Sketching Copywriting

UNIVERSITY OF COLORADO

Course of study: Environmental Design

2006-2008