Glen Inocencio

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Skills

Wireframing
Sketching
Prototyping
Visual Design
User Interface Design
Interaction Design
Illustration

Software

Sketch
InVision
Photoshop
Illustrator
InDesign
Balsamiq

Programming

HTML
CSS
Javascript/JQuery

Design Experience

Springboard, San Francisco, CA
UX Design
November 2015-December 2016
Designed and developed prototypes for various projects including an iOS and Android app

Bloc, San Francisco, CA
UX Design
January-October 2015
Designed web based projects integrating UX/UI design and front-end development

General Assembly, San Francisco, CA
Front-End Development
March-May 2014
Applied HTML, CSS and JavaScript to design web based projects

ImageShack, Los Altos, CA
Visual Designer (Contract)
December 2010-May 2011
Designed wireframes and visuals for their website

Mike Relm Inc., San Mateo, CA
Visual Designer (Contract)
April-October 2009
Designed visual and storyboard layouts for various TV and video projects including: "Whatever Martha!" (TV show) and "Mike Relm vs. Zoetrope" video (Yahoo)

Projects

Walk Spot
UX/UI Design, Visual Design
February-April 2017
Designed and developed a high-fidelity prototype for an application that allows users to conveniently schedule dog walks on the go

CVS Prescription Tracker

UX/UI Design, Visual Design
May-September 2016
Designed the user flow, visuals and high fidelity prototype for an iOS application that tracked prescription medication for the elderly

Hungry Now

UX/UI Design, Visual Design
February-April 2016
Created an Android application that allows users to search and track food trucks within their area based on their hunger level, travel distance and food taste.

Gingado Capoeira

UX/UI Design, Front-End Development, Visual Design
November 2015-February 2016
Designed and implemented a refresh of their website to increase student enrollment and brand presence

Education

San Francisco State University

BA in Industrial Arts
Emphasis in Graphic Communication, 2000