Aaron Porter.

Work

Google   March 2017 - April 2018

As a User Experience Designer at Google, I led Interaction Design for all of the SVOD surfaces across YouTube. I was responsible for taking product features from problem identification to high fidelity specifications. I worked closely with our researchers to identify user needs and validate prototypes, while also aiding our development team to implement our designs.

Google   May 2016 - August 2016

As a User Experience Design intern at Google, I helped the YouTube Director team create products that enable small businesses to tell their stories with video. During my internship, I advocated for new features, built tools to enhance our team's workflow, and casted vision for the future of the products.

Mainstay Collective   August 2013 - January 2016

I co-founded and functioned as a core producer at Mainstay, a creative collective that consisted of artists, designers, and filmmakers. We partnered with companies, organizations, and individuals to build a creative team for their project.

S2 Games   May 2013 - August 2013

As an intern in S2's video broadcasting and production team, I created 3D animations, commercials, and promos that livestreamed to tens of thousands of viewers and gained hundreds of thousands of online views.

Education

Kendall College of Art and Design   August 2013 - December 2016

I received a complete scholarship for my achievements in design and academics. In the December of 2016, I attained a Bachelor's of Fine Arts in Collaborative Design with a Minor in Digital Media.

Skills

Disciplines

Design
Video Production
Creative Direction
Project Management

Technical Abilities

Adobe Creative Suite
Sketch
Cinema 4D
Cinematography

HTML & CSS
Javascript
Wordpress & PHP

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