



Peter Cutler

UX Designer & Developer

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🌐 petercutler.co

WORK EXPERIENCE

2018 - CURRENT

Product Designer

Trakstar

Roles include UX research, UX design / product design & front-end engineering

2015 - 2017

Front End Engineer

Crowdskout

Roles included UX, product design & front-end engineering

- Prototyped and developed several of the Crowdskout app's core features in the front-end: data analysis and visualization (charting and tables), segmenting (data filtering based on user-specified criteria), custom form creation (custom defined question sets and conditional question branching)
- Won the company's first internal hackathon

2012 - 2015

Senior Digital Producer

VOX Global

Roles included UX, branding, web & graphic design, motion design, front-end engineering, client management, product management, proposals and concept design, creative strategy

- Developed award-winning creative campaigns for clients including AT&T, USAA, and GE
- Developed the award-winning web presence for AT&T's CSR and education campaigns (att.com/csr)
- Developed campaigns for Lumina Foundation in support of their Goal 2025 mission to increase American success in higher education. These campaigns totaled over \$1 million in creative production
- Won the agency's first creative awards for my work in video and motion design. My past work is online [on vimeo](https://vimeo.com/petercutler)

2010 - 2011

Stratacomm

Creative Intern

Roles included concept design, UX, branding, graphic and motion design

- Developed websites for clients in energy, automotive, transportation, and government
- Clients included the U.S. Department of Energy, BMW, and D.C. Department of Transportation projects funded by the American Recovery and Reinvestment Act

EDUCATION

2017 - 2019

Master of Science, Human-Centered Design & Engineering

University of Washington

Human-centered design and human-computer interaction

2006 - 2010

Bachelor of Arts, English

Franklin & Marshall College

With concentrations in literature and screenwriting

SKILLS

User experience design, design thinking, user research, usability testing, interaction design, prototyping, information architecture, wireframing, data analysis, data visualization, graphic and motion design, video and production, agile methodologies, product management

TECHNOLOGIES & SOFTWARE

HTML / HTML5, CSS / Scss / Sass, JavaScript, TypeScript, Angular, APIs & AJAX, Git, Unix, Bash, Data Structures, Design Patterns, npm, gulp / grunt, webpack, patternlab, design systems, atomic design

My software experience is also diverse, ranging across design tools like Sketch, Adobe Creative Suite (with expertise in Illustrator, Photoshop, After Effects, Premiere and Audition), Cinema 4d, Blender, to collaboration and prototyping tools like Invision, Marvel, Balsamiq, Zeplin, and many others

ACTIVITIES

Volunteering: Stone Soup Films + Meridian Hill Pictures

I have volunteered with Stone Soup Films and Meridian Hill Pictures since 2011, contributing video, design, animation, and post-production work to their social justice-oriented web and filmmaking projects

HONORS & AWARDS

Hermes Award - AT&T 2014 By The Numbers

Apr 2015 - Hermes Creative Awards

Hermes Award - Lumina Foundation Financial Aid Series

Apr 2015 - Hermes Creative Awards

Telly Award - Easter Seals Shop & Care

Apr 2014 - The Telly Awards

Academic Distinction - Thesis, English Literature

Apr 2010 - Franklin & Marshall College

William Uhler Hensel Prize for Writing

Apr 2009 - Franklin & Marshall College

Phyllis C. Whitesell Prize for Writing

Apr 2007 - Franklin & Marshall College