# MILES CARTER

UI / UX Designer

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# **TOOLS**

Adobe XD

Figma

InVision

JavaScript

Atom

Adobe Photoshop

Adobe Illustrator

Adobe InDesign

Adobe After Effects

# **SKILLS**

User research

User personas

User interface design

Wireframing

Prototyping

Usability testing

Knowledge of HTML5 and CSS 3

Branding and style guidelines

Traditional & digital illustration

## **EDUCATION**

#### **Kennesaw State Univeristy**

January 2018 - May 2021 BA - Digital Animation GPA - 3.45 | Cum Laude Aspiring UI/UX designer previously studied in fine arts, passionate about expressing my creative visions through clean and visually appealing user interfaces.

#### **PROJECTS**

## 80's Player

80's themed mobile music player app

First project done under CareerFoundry's UI intensive course. Applied the fundamentals and principles of mobile design to create the layout for a music player application.

Tools - Adobe XD, Photoshop

## **Easyrecipes**

Responsive recipe web app

Created a responsive web application with the focus of providing quick and simple recipes to follow with minimal ingredients. Also experienced the Lean UX method of conducting user research.

Tools - Adobe XD , InVision , UsabailityHub

#### UltiMerch

Responsive e-commerce web / mobile app

Final project under CareerFoundry. Designed a native web application with the focus on selling official merchandise from a variety of popular videogame franchises. Also added screen designs for a companion iOS and Android mobile app.

Tools - Adobe XD , Photoshop, InVision