



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 University

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 , UsabilityHub

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