Michael Marin









PROFILE

Working with a Graphic and Web Design foundation, I am a Houston based UX Designer interested in understanding design problems and using experience, resourcefulness, and empathy to design helpful user experiences.

WORK EXPERIENCE			<u> </u>
GRAPHIC DESIGNER = 2018 - 2019		current and incoming work and provided feedback to help work progress.	
	•	rs, brochures, booklets and signage creatively within client direction. or replaced provided client assets to ensure finished product quality was the	е
	IHS Energy		
	········ Created deliverables including visual mockups, iconography, interaction prototypes, feature and component style guides, and specification w/ documents to help support and maintain IHS products.		
	Collaborated with Product Managers, Developers, Interaction Designers and User Researchers during the design process to ensure what was delivered met user expectations as well as IHS quality requirements.		
	Produced aesthetically pleasing designs that kept consistent with evolving company branding specifications.		
	Maintained a library of visual components within the UX team that helped standardize appearances for use in prototyping and responsive design templates.		
2012 – 2013	Seebridge Media		
	Designed and managed graphic assets and collateral for all new and existing clients.		
	Conceptualized, coded, and distributed company email newsletters to clients as well as employees.		
	········ Integrated videography and motion graphic services to complement current company offerings. ········ Applied skills in photography to create content for both internal and external company use.		
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	Blindspot lactical		
	Developed collateral and photography shoots for company website and promotional advertisements. Designed, coded and deployed company website as well as implemented online registration and newsletters. Directed, produced and edited all videography content for website usage.		
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EDUCATION	<u> </u>	TECHNICAL SKILLS	<u>~</u>
DESIGNER TRACK	Certification	□ Proficiencies / Expertise	
FINISHED SPRING 2020	Bloc	Graphics/Layout: Photoshop, Illustrator, InDesign	
	User Experience Design Program	Prototyping: Figma, Sketch, Axure RP	
WEB DESIGN & DEV. GRADUATED FALL 2012	Diploma	Coding: HTML/CSS, Coda, Atom, Github, Browser DevTools	
	The Art Institute of Austin Awarded Best in Show - Portfolio	Communication Tools: Slack, Zoom, WebEx, Skype, Lync	
GRAPHIC DESIGN =	Bachelor of Fine Arts	Business Tools: CA RallyDev, Lync, MS Office Suite	
GRADUATED SUMMER 2010	The Art Institute of Houston	Operating Systems: MS Windows, MacOS and iOS	