

## SUMMARY

*I design & develop cross-platform software with a focus on clear visual communication, natural user input, and trend-agnostic, painless product experiences.*

## PROFICIENCY

**Design & Animation**

- Prototyping in Adobe XD, InvisionApp, Draw.io, and Gliffy
- Interactive & responsive frontend layout, styles, and animation in HTML, CSS, and JS
- Image editing and painting in Photoshop, and vector design in Illustrator/Inkscape
- Video editing and motion graphics in After Effects, Premiere, and Final Cut Pro
- Game UI in Unity3D, Animation & modeling in Maya and Motionbuilder

**Project Management & Communication**

- Team development using Git and SVN
- Management and testing with Pivotal, Jira, Asana, and Testrail

**Marketing & Testing**

- Analytics and marketing with Google Analytics, Matomo, Adwords
- Salesforce & Insightly CRMs, Mailchimp & Campaign Monitor email marketing
- A/B testing with Visual Website Optimizer and Optimizely

## EXPERIENCE

**Front-End Designer, Developer, & Animator - Mursion, Inc.***May 2016 - Present*

I produce user flows, interactive prototypes, style guidelines, and interfaces for mobile, desktop, and VR. I also develop in NodeJS for web applications & C# for native Unity3D software.

*Additional roles:*

- Guide development teams in company design spec and software interfacing
- Consult with the sales team for lead generation, SEO, analytics, CRM, and marcom
- Provide QA for software release, security, testing, and UX enhancement

**Marketing Designer, Web Developer - Element-360***Sept. 2014 - May 2016*

I created landing pages, display ads, email newsletters, and provided device analytics & heatmap analysis for international real estate clients.

I led and reported on all A/B & multivariate testing, and audited performance of image/text ads, conversion, and organic search improvements.

*continued...*

## EXPERIENCE

(continued)

### **Contract UX Designer - ThingFace**

*Aug. 2014 - Sept. 2014*

I designed and prototyped an IOT app authoring web-application - defining features & user-roles, outlining the SPA front-end, wireframing UX, and creating promotional visual assets.

### **Game Artist, Animator, Video Editor - The Littlest Golfer, Inc.**

*Apr. 2013 - Aug. 2014*

I led art direction for the 2D mobile game, and developed a pilot 3D episode. For the game I created: UI, environment textures, character animation sprites, and puzzle-based levels. For the pilot I handled: character modeling & animation, video editing & compositing, and marketing promo design.

## EDUCATION

### **Bachelor of Arts - New Media**

University of North Carolina at Asheville  
Concentration in 3D Animation  
Graduated 2012