

SUMMARY

From specification to release, I design & develop cross-platform products utilizing a diverse skillset, technical expertise, non-technical communication, business acumen, and user empathy.

PROFICIENCY

Skillset

- Specification, architecture, user research, and timelines
- User roles/permissions, onboarding, & product integration
- Concepting, wireframing, and prototyping
- Designing styleguides, layouts, user flows, and tutorials
- Development of POC, interfaces, and internal tools
- Release documentation, UAT & QA, and training
- Analytics, reporting, and feature planning

Software & Tech

Adobe XD, InvisionApp, Draw.io, Gliffy
HTML, CSS, JS
NodeJS, Apache, PHP, Bash, C#
Photoshop, Illustrator, Inkscape
Unity3D, Maya, Motionbuilder
After Effects, Premiere, Final Cut Pro
Testrail, Pivotal, Jira, Asana
Git, SVN
VWO, Optimizely

EXPERIENCE

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

- Outline, document, and QA: user-flows, product/feature releases, training, & UX enhancement
- Design/develop prototypes, internal tools, component libraries, & client-facing products
- Guide dev teams in feature spec, branding, and software interfacing, and product architecture
- Consult with the sales/marketing for design, lead generation, SEO, analytics, CRM, and marcom

Product Overview:

- Mursion Portal: user/team management, session scheduling, scenario design, and analytics
- Sim Designer: visual design tool for 3D assets, with filtering, config export, and url save states
- Zoom Scheduler: account-free session scheduling, with dashboards, Zoom API, and reminders
- Experience Shell: Unity3D login, installer, connection, device calibration, & simulation HUD

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

- Designed & developed landing pages, display ads, and email newsletters in client branding
- Provided device analytics, heatmap analysis, A/B testing, and lead reporting, and technical SEO

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.