

Paul Hiam

Designer | Developer

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Creative Technologist

2020 - 2021 | Angle & Distance, Freelance

Consulting on multiple projects with UX, application design, prototyping & web development.

Digital Designer, UX

2017 - 2020 | International Rescue Committee

Designer on digital team (Agile) for global websites. Applied coding, animation, prototyping & design systems. Developed pattern library for multi-lingual websites.

Web Developer & UX Designer - Contract

2016 - 2017 | Sherle Wagner

Designed and built a luxury brand website. Lead UX and front-end Development and project management.

VR Research and Prototyping

2015.9 - 2016.01 | VR Lab NY (Samsung)

Researched interactive storytelling in VR and co-developed VR piece for a show at Samsung SoHo studio.

Designer - Graphic & Web

2013 - 2014 | Freelance

Completed a range of projects for NGO's and Social Businesses focused on websites and branding.

Marketing + Communications Designer

2012 - 2013 | 3Sisters Sustainable Investment

Designed Marketing and communications materials, websites, logos, pitch decks.

New York University

2014 - 2016

MPS, Interactive Telecommunications Program
Degree in interactive technology design

General Assembly

2014.4 - 2014.8

Bootcamp, Web Development Immersive
Completed projects using Ruby on Rails, Node.js, API's, Front-end frameworks

Wesleyan University

2005 - 2009

BA. East Asian Studies
Classes in Digital Media, Design, Studio Art

Skills

Web Development

UX Design

Prototyping

Animation

Human Centered Design

Usability Testing

Atomic Design

Tools

Adobe CS, After Effects

Sketch, Figma

HTML + CSS

Sass, BEM

JavaScript, Node, React

Ruby/Rails

After Effects Templates (mogrt)