

Paul Hiam

Designer | Developer

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(413) 461-8992

UX Designer

2021 - 2022 | Warecorp

Designing websites & apps with an Agile team.
Lead UX designer on Fanfair mobile app.

UX Designer / Creative Technologist

2020 - 2021 | Angle & Distance, Freelance

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

Designer: UX & Digital

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 & Lead 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.

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

UX Design
Interaction Design
Web Development
Prototyping
Animation
VR

Tools

Adobe CS
Figma, Sketch, InVision
HTML + CSS
Sass, BEM
JavaScript, Node, React
Adobe ExtendScript
Unity