

## Paul Hiam

Designer | Developer

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### Creative Technologist

2020 - 2021 | Angle & Distance, Euphonie.media

Technology and design consulting and development of an innovative storytelling platform.

### 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 Creative Suite

Sketch, Figma

HTML + CSS

JavaScript, Node, React

Ruby/Rails

After Effects Templates (mogrt)