Eric C. Smith is an Interactive Designer in New York City.

hi@ericsmithux.com • +15087334510 • Brooklyn, NY

August 2019 – Present. New York, NY.
Google Design ○ UX Engineer
HTML, CSS, Javascript, Python, Django, Wagtail

- Lead developer on design.google, Google's design editorial platform.
- Rapidly prototyped and deployed new front-end features for our article page.
- Improved usability of our CMS for content editors.
- Created front-end features that supported the launch of many campaigns and articles.

July 2018 – August 2019. New York, NY.
J&J Design Studio ○ Sr. Interaction Designer
Sketch, Invision, Webflow, HTML, CSS, React, Javascript

- Created a flexible design system allowing for J&J to consolidate 250 medical device websites.
- Built a front-end code prototype of the design system and act as a digital styleguide and single source of truth for our developers.

May 2017 – June 2018. New York, NY.
NBCUX Lab ○ UI/UX Designer & Developer
Adobe CC, HTML, CSS, Javascript, React

- Designed and developed the site for Universal Pictures' film, American Made. Maintained sites for 2 other films: Jurassic World & The Lorax.
- Small agile team that acted as a UX Design and Development agency within NBCUniversal.
- Contributed front-end code to a web video player shared among NBCU's entertainment brands.
- Delivered live code prototypes for mobile and web products.

September 2015 – November 2016. San Francisco, CA.
Wrap Media ○ UI/UX Designer & Developer
Sketch, Principle, Adobe CC, HTML, CSS, Javascript

- Created mobile web experiences for external clients with a focus on interaction design.
- Designed and prototyped features that were integrated into their app creation and distribution web SAAS product.
- Contributed front-end code to a codebase, implemented interactions in the product.
- Designed and developed multiple iterations of the company website and product messaging.

May 2015 – August 2015. Alameda, CA.
Perforce ○ UX Designer & Researcher
Sketch, Adobe CC, Invision App, Proto.io

- Applied Lean UX principles across the the organization's product suite from a centralized design team
- Practiced 1-week design sprints with regular design critique sessions with the design team and stakeholders
- Developed and applied new brand guidlines in across products. Applied the style guide in a new product
- Rapidly created multiple prototype iterations and conducted generative research sessions to gain insights on an early stage, SAAS, web product

May 2014 – May 2015. San Jose, CA.
Cisco ○ User Interface Engineer
HTML, CSS, Javascript, Backbone.js, Node.js, D3.js

- Engineer on a small team focused on creating a Backbone.js web application that allowed our users to visualize traffic on their Wide Area Network
- Created a network traffic visualization web interface while working closely with designers.
- Developed data visualizations utilizing the library, D3.js
- Contributed to the product's developer site and API documentation.

March 2015 – May 2015. San Francisco, CA.
General Assembly ○ UX Immersive Program
UX Design Immersive Program

September 2010 — May 2014. Amherst, MA
Computer Science ○ Bachelor of Science
University of Massachusetts Amherst

Skills

HTML5, CSS3, LESS, SASS, Bootstrap, Sketch, Zeplin, Craft, Adobe CC, Photoshop, Illustrator, XD, Webflow, Proto.io, Invision, Principle, Interactive Prototyping, User Testing, User Interviews, JavaScript, Typescript, jQuery, React, Angular, Backbone, Git, Github, Heroku, Node, NPM