

# CALEB FAULKNER – UX/UI/VISUAL DESIGNER

## Atlanta, GA

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Portfolio: <https://www.caleb-faulkner.com/>

## SUMMARY | <https://whostarscope.medium.com/who-am-i-c3cbc6b91e88>

My name is Caleb. I am a proficient and skilled UX/UI and Visual/Interaction designer with a background in Motion Graphics, Graphic Design, 3D, and Front-End Development. My goal is to experience and accelerate the progression and advancement of human society, specifically through high quality design.

## PROGRAMS AND TECHNICAL SKILLS

UX/UI Design – Figma, Sketch, Invision, Adobe XD, Webflow, Editor X

Graphic Design – Adobe Creative Cloud (Photoshop, Illustrator, Lightroom)

Motion Graphics – Adobe After Effects, Adobe Premiere, Cinema 4D, Octane Render

Front End Development – HTML, CSS, JavaScript, JQuery, Bootstrap

## EXPERIENCE

### **Junior Creative Designer – Xquisite Marketing** | [\(2019-Present\) Sandy Springs, GA](#)

**Case Study:** <https://medium.com/@whostarscope/how-i-created-a-design-framework-93c48c3e2722>

Designed and developed a multi-phase framework to bring UX process to the company's marketing and branding centric business model. Used concepts from Agile and Waterfall to consolidate necessary steps into five phases that work well for our small graphic design and branding team. This iterative framework was successful with many clients; it eased project management and client satisfaction, while shortening turnaround times and boosting team productivity. Currently working to create high quality UI prototypes for client websites, and graphic design packages for client branding.

*Tools Used: Adobe CC, Cinema 4D, Octane Render, Webflow, Editor X, VSCode*

### **Freelance Designer – UX/UI/Visual Design** | [\(2015-Present\) Atlanta, GA - Orlando, FL](#)

**Case Study:** [https://www.caleb-faulkner.com/images/phia\\_case\\_study.pdf](https://www.caleb-faulkner.com/images/phia_case_study.pdf)

Created graphic design packages, motion graphics, and cover art for music producers, record labels, and various other clients. Most recently designed and started building a website for The Virtual Reality Show, an industry leading VTuber, with a team of talented individuals including Adobe featured visual artist Lumi, and Monstercat music producer Protostar.

*Tools Used: Adobe CC, Cinema 4D, Octane Render, Unity, Figma, Webflow*

### **Motion Graphics Artist – Tasty Network** | [\(Contract - 2019\) Amsterdam, Netherlands \(Remote\)](#)

**Demo Reel:** <https://www.youtube.com/watch?v=1OYQHRcsvgc>

Navigated creative direction and production of VJ Loops for the Tasty Network panel at ADE (Amsterdam Dance Event). Animated 20+ cyberpunk style loops.

*Tools Used: Cinema 4D, Octane Render, After Effects*

## EDUCATION

### **Bootcamp Certificate: UX/UI - Georgia Tech** | [Atlanta, GA](#)

Contributed to several experimental UX design projects (featured on my portfolio) focusing on responsive UX/UI and Visual/Interaction design across native apps, web, mobile, wearable, and AR/VR applications.

Designed and developed portfolio website using custom code base in HTML, CSS, and JavaScript.

### **Bachelor of Science: Digital Arts & Design - Full Sail University** | [Orlando, FL](#)

Conceptualized and designed dozens of projects focusing on graphic design, branding, advertisement, 3D, motion graphics, photography, and UI, (demo reel and graphic design projects are featured on my portfolio).