

# Steven E Collins

## Senior Product Designer & UI Developer

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### Product Design Skills

User Experience Design, Mobile Application Design, SaaS Applications, Web Design, Responsive Web, User Research, Persona's, Journey Mapping, Wireframing, Prototyping, Usability Testing

### Design Toolkit

Sketch, Figma, Adobe Creative Suite, Notion, Miro, UXPin, Invision, Axure RP, Protopie, Heap Analytics

### Developer Skills

SwiftUI, HTML5, CSS3, Sass, Bootstrap, Foundation Bulma, and custom, jQuery, jQueryUI, JavaScript, NPM, WordPress, Drupal, PHP, MySQL, Webflow, Framer, Shopify, Visualforce, Lightning Design System, Accessibility, Cross-Platform and Cross-Browser Capability, Web Standards

### Developer Toolkit

Xcode, Visual Studio Code, MAVENSMATE, Git, Terminal, Agile, Scrum, Jira, TargetProcess

### Additional Technical Interests & Activities

- ✔ Keeping updated with Apple's Human Interface Guidelines (HIG) and Android UI Mobile Design Guidelines.
- ✔ Proficient in ProtoPie for prototyping; currently learning SwiftUI for native environment designs.
- ✔ Adhering to web standards in HTML5/CSS3 development.
- ✔ Continually staying current with web development community through blogs, podcasts, web conferences, and online training platforms such as Codecademy, Pluralsight, and Design+Code.

### Professional Experience

Apr 2018 - present

#### AccuLynx

##### Lead UX/UI Product Designer

As Lead Product Designer for the Mobile Development team, I was responsible for creating and maintaining cross-platform mobile UI resources that ensured seamless operation on both Apple and Android platforms. My key responsibilities included the design for six individual mobile apps, maintaining style guides for iOS and Android, and developing working prototypes for user testing.

Aug 2017 - Apr 2018

#### Comply365

##### Lead UX/UI Engineer

As Lead UX/UI Engineer in the Comply365 product team, I established and implemented design and style guidelines, executed user testing workshops, and designed wireframes to support agile user story creation. My role also entailed assisting developers through creating interactive HTML, CSS, and JavaScript prototypes for seamless implementation into the production environment.

Feb 2017 - Aug 2018

#### Salesforce (Contract)

##### UX/UI Designer & Developer

As a UX/UI Designer/Developer for Michelin and Cox Communications, I organized user testing workshops, designed wireframes for stakeholders, and established style and interactivity standards. My contributions involved creating interactive HTML, CSS, and JavaScript prototypes via Node.js for user testing and Project Owner approval, working closely with the development team to ensure efficient implementation into the production environment.

Sep 2014 - Jan 2017

#### Live Oak Bank

##### UX/UI Designer & Developer

Growing from a single UX/UI Designer at a Fintech startup to Leading a team of UX Designers within the Product team, I designed wireframes for bank stakeholders and created HTML, CSS, and JavaScript prototypes for testing. Collaboratively working with the development team, I was instrumental in the front-end development of the SBA Loan Application Web App and the Digital Bank using Visualforce (Salesforce).