

# STUART TETT

www.stuarttett.com

I am looking to play an integral role with a collaborative team in the development of an exciting product.

I use strategies such as user research, prototyping, and interviewing to design products with an understanding of how software is implemented.

*I design products and user experiences for happy humans.*

## EMPLOYMENT

**JULY 2017–PRESENT** *App Design and Graphic Design  
Freelance*

- Designed SousChef recipe app.

**JULY 2015–JULY 2017** *Lead iOS Developer  
Swipe Labs*

- Implemented the UI for 3 mobile apps.
- Designed a solution for Swipe users whose photos were cut off by allowing them to tilt the phone to look around the photo.
- Participated in user interviews for improving Channel.

**DECEMBER 2013–JUNE 2015** *CTO/Lead Developer  
Binary Thumb*

- Appointed CTO in July 2014 to manage the team developing Grid.
- Implemented a high performing UI for Grid, a collaborative multimedia spreadsheet app.

**JULY 2007–AUGUST 2013** *Effects Artist  
DreamWorks Animation*

- Created dynamic effects for the films below.

**AUGUST 2006–JULY 2007** *Graduate Research Assistant  
Texas A&M VizLab*

- Redesigned the UI for a 3D Modeling software

**SEPTEMBER 2004–MAY 2005** *Research Assistant  
VR Application Center*

- Created 3D Models of buildings and people

**SUMMERS 2001–2003** *Information Systems Intern  
Alliance Systems Ltd*

- Redesigned entire company website.

## THEATRICAL RELEASES

*Non-Stop • Mr. Peabody and Sherman • How To Train Your Dragon • Megamind • Madagascar 2 • HTTYD: Gift of the Night Fury • Megamind: The Button of Doom*

## EDUCATION

**2005–2007** *Master's in Visualization Science  
Texas A&M University*

**2001–2005** *Bachelor's in Art & Design and Computer Science  
Iowa State University*

## SKILLS

**SOFTWARE** Photoshop, Illustrator, Sketch App, Zeplin, Xcode, Git

**LANGUAGES** JavaScript, HTML, CSS, Objective C, Swift, Python, C#/C/C++, OpenGL