

Stuart Tett

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

I began my career using visuals and animation for storytelling. Now I use visuals and motion to tell the story of how humans interact with digital products.

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Employment

July 2017–Present Product Designer

SousChef

- Designed a mobile app aimed at helping people cook meals with ingredients on hand.
- Created user personas, journey, wireframes, mocks, and prototypes.

July 2015–July 2017 Lead UI/UX Developer

Swipe Labs

- Brought static designs to life for 3 mobile apps.
- Lead analytics efforts to collect data to inform product strategy.

December 2013–June 2015 CTO & Lead UI/UX Developer

Grid by Binary Thumb

- Appointed CTO after 6 months to manage the team.
- Implemented a high performing UI for Grid, a collaborative multimedia spreadsheet app.
- Lead user testing efforts to collect qualitative data.

July 2007–August 2013 Effects Artist

DreamWorks Animation

- Created dynamic effects for the films such as How To Train Your Dragon.

August 2006–July 2007 Graduate Research Assistant

Texas A&M VizLab

- Redesigned the UI for a 3D Modeling software

Summers 2001–2003 Information Systems Intern

Alliance Systems Ltd

- Redesigned entire company website.

Education

April 2017 From Ideas To Action

IDEO U

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

Tools Sketch, inVision, Photoshop, Illustrator, Xcode, Git, HTML, CSS, JavaScript, Swift

Techniques Prototyping, User Research, Data Analytics, Product Strategy, Growth, Design Sprint, Animation, Graphic Design