

I design products and user experiences for happy humans.

INTERACTION DESIGNER STUART TETT

SAN FRANCISCO, CA

PORTFOLIO

www.stuacttett.com



OBJECTIVE

I am looking to play an integral role with a collaborative team in the design 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.

SKILLS

Sketch • inVision • Photoshop • Illustrator • HTML/CSS/JavaScript • Xcode • Swift • User Interviews • A/B Testing • Prototyping • Personas



MASTER'S TEXAS A&M

AUGUST 2005-DECEMBER 2007

Visualization Science



BACHELOR'S IOWA STATE

AUGUST 2001-MAY 2005

Art & Design, Computer Science



PRODUCT DESIGNER SOUSCHEF

SEPTEMBER 2017-PRESENT

Designed a recipe app to help people decide what to cook...



LEAD IOS DEVELOPER SWIPE LABS

JULY 2015-JULY 2017

Implemented the UI for 3 social mobile apps...



CTO/LEAD IOS DEVELOPER BINARY THUMB

DECEMBER 2013-JULY 2015

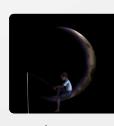
Lead a team in developing a collaborative multimedia spreadsheet...



EFFECTS ARTIST DREAMWORKS

JULY 2007-AUGUST 2013

Animated the visual



FILMS SCHOOL ABOUT WORK FOLIO

MOBILE APP SOUSCHEF

UX, UI, GRAPHIC DESIGN



Helps people waste less food by suggesting meals to cook...

MOBILE APP AR KICKS

UX, UI



Helps people decide what shoes to order online...

GRAPHIC DESIGN LOGOS

ILLUSTRATOR



A collection of logo concepts...

DESIGN THINKING TRANSIT

UX, UI, DESIGN THINKING



Prototyping

2014 MR. PEABODY & SHERMAN



2014 NON-STOP



2011 DRAGONS: GIFT OF THE NIGHT FURY



2011 MEGAMIND: THE BUTTON OF DOOM



2010 MEGAMIND



2010 HOW TO TRAIN YOUR DRAGON



2008 MADAGASCAR: ESCAPE 2 AFRICA



FILMS SCHOOL ABOUT WORK FOLIO

PRODUCT DESIGNER SOUSCHEF

SEPTEMBER 2017-PRESENT

Designed a recipe app aimed at solving the problem of what to cook for dinner.

SKILLS

- User Research
- Personas
- Wireframes
- Sketch
- inVision

Created User Personas from potential users who expressed interest.

Used personas and journeys to design wireframes for the views and flow of the app.

NEXT IN WORK



CTO/LEAD IOS DEVELOPER BINARY THUMB

DECEMBER 2013-JULY 2015

Lead a team in developing a collaborative multimedia spreadsheet app for creatives.

SKILLS

- Objective-C
- OpenGL
- Xcode
- Photoshop
- User Testing

Appointed CTO to lead Grid's development after 6 months on the team.

Implemented a high performing UI for Grid in OpenGL.

NEXT IN WORK



LEAD IOS DEVELOPER SWIPE LABS

JULY 2015-JULY 2017

Implemented the UI for 3 social mobile apps—Swipe, Channel, and ChitChat.

SKILLS

- User Interviews
- Swift/Objective-C/Xcode
- A/B Testing
- Sketch App
- Photoshop
- Analytics

Designed a solution for Swipe influencers whose photos didn't fit the vertical aspect ratio of the phone.

Came up with a flow for Channel creators to immediately see their video in the feed.

NEXT IN WORK



EFFECTS ANIMATOR DREAMWORKS

JULY 2015-JULY 2017

Animated the visual effects such as fire, smoke, sand, and water.

SKILLS

- Animation
- Maya
- Houdini
- Compositing
- Python
- Particle Dynamics

Became a mentor to new effects artists to help them through their training.

Used my sharp eye for color and animation to integrate effects into animated feature films.

NEXT IN WORK

