STUART TETT

PORTFOLIO:
www.stuarttett.com

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.

I design products and user experiences for happy humans.

EMPLOYMENT

JULY 2017-PRESENT
Designer

SousChef
- Designed an app for suggesting recipes based on food on hand.
- Created User personas, journeys based off interested potential users.

JULY 2015-JULY 2017
Swipe Labs

Lead iOS Developer
- 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
Binary Thumb

CTO/Lead Developer
- 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
DreamWorks Animation

Effects Artist
- Created dynamic effects for the films below.

AUGUST 2006-JULY 2007
Texas A&M VizLab

Graduate Research Assistant
- Redesigned the UI for a 3D Modeling software

SUMMERS 2001-2003
Alliance Systems Ltd

Information Systems Intern
- 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

TOOLS
Sketch, inVision, Photoshop, Illustrator, Xcode, Git, HTML/CSS/JavaScript, Swift

TECHNIQUES
User Interviews, A/B Testing, Personas, Design Thinking, Prototyping