Trey McKay

Brooklyn, NY
hello@mckaythethird.com

Product Designer inspired by platforms that enable creative people. Driven by attention to detail and empowered/humbled by the front-end web.

WORK EXPERIENCE

Shapeways
Interaction Designer

July 2013 - Dec. 2016

Lead designer on 3D and creator tools, e-commerce seller tools, site-wide navigation updates, community forums, and various other efforts. Responsibilities include interaction design, front-end dev, prototyping, user testing, UX strategy, community/customer engagement.

Indiewalls
Freelance UI/UX Designer

July 2015 - present

Remote freelance work to design new interfaces, improve usability and quality of new and existing UI's, establish visual design systems that strengthen brand voice, and consult on user experience and product strategy.

GameChanger
Product Designer

June 2012 - June 2013

Designed iOS and Android scorekeeping apps for amateur baseball, softball, and basketball teams. Responsible for interface design, interaction design, user research, usability testing, prototyping, and visual design.

EDUCATION

Savannah College of Art & Design
B.F.A. - Graphic Design

Fall 2018 - Spring 2012

I studied graphic design after realizing I wouldn't cut it as an illustrator. During that time, I fell in love with typography, layout, grid systems, and the joys and challeneges of design for the digital screen.