CHRIS MONTGOMERY

UX/UI DESIGNER

chris@imchrismontgomery.com   imchrismontgomery.com

EXPERIENCE

2014 – present

LEAD UX/UI DESIGNER

CitrusBits — Los Angeles, CA

- Leads a team of seven UX/UI designers to create beautiful and logical wireframes, interactive prototypes, and finalized screen designs for mobile/tablet applications, complex web apps, and websites
- Serves as a core member of a dedicated agile/scrum team focused on creating digital solutions for startups, entrepreneurs, and big businesses
- Drives user research by creating user personas, user stories, site maps, process flows, competitive analyses, wireframes, and interactive prototypes for A/B testing and feedback
- Establishes the visual direction of products by creating branding/style guides, screen designs, icons, and animations
- Optimized product delivery time by providing and assisting developers with clear visual workflows and design specifications
- Presents and defends wireframes and finished screen designs to clients/stakeholders

2012 – 2014

INSTRUCTIONAL DESIGNER

CypherWorx — Fairport, NY

- Planned, designed, created, and implemented a wide range of interactive e-learning courses for clients such as: The San Diego Zoo, the YMCA, and Boston's Museum of Science
- Worked within a small, tight-knit team of designers and developers to consistently produce the highest quality work while meeting strict deadlines
- Assisted in creating and maintaining a consistent and easily recognizable brand across a wide variety of mediums

EDUCATION

2008 – 2012

BFA VISUAL MEDIA

Rochester Institute of Technology — Rochester, NY

2008 – 2012

UNDERGRAD CERTIFICATE MANAGEMENT PROCESS

Rochester Institute of Technology — Rochester, NY

SKILLS

Design (Sketch, Adobe Creative Suite, Zeplin), **Prototyping Tools** (Invision, POP), **Animation** (Principle, Flinto, Origami), **Project Management** (JIRA, Confluence, Basecamp), **Web Design** (HTML, CSS)