Adam L. Marsh ~UI-UX Designer/Developer



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PROFESSIONAL EXPERIENCE:

- Understanding requirements and user-expectations from a task-oriented perspective
- Creating rapid, fully functional and clickable prototypes to validate design concepts
- Highly detailed communication of design principles, mockups
 + direction to engineers
- Proficiency with Photoshop, Adobe Creative Suite, Lucidchart and other UI/UX tools for wireframes, style guides, etc.
- Prototype development experience with SCSS/CSS, HTML, Javascript, jQuery, Ajax and REST
- Keeping on top of UX trends and looking for creative ideas and inspiration
- > Experience working with cross functional, agile teams
- Deep understanding and practical experience in how to make a design technologically feasible

WORK HISTORY:

UI-Design-Engineering; 01/2014 – present; SEA, WA Lead UI/UX Designer/Developer—

Created responsive wireframes, prototypes, and usability scripts; Customized front-end and UI frameworks (Bootstrap) for hosted environments. Opencart and Wordpress development. Fully interactive and responsive UIs (JSP, PHP). Clients include Kaiser Permanente, Inmar, Virtual Resort Management, NearIX, EllieMae, etc.

Knowledgpath / DMI; 03/2015 – 02/2016; SF, CA Lead UI/UX Designer/Developer—

Created responsive UIs for www.shoecarnival.com and www.bedbathandbeyond.com. Created Scss components, build scripts and reusable components for team. Managed team of 4 UI/UX Engineers.

Ramsell Corp; 03/2014 – 03/2015; Oakland, CA Lead UI/UX Designer/Developer—

Lead the team's HTML5/CSS-3 development efforts while creating two responsive (bootstrap) web apps. Produced style guides for web and mobile devices and implemented all UI functionality according to spec.

CAREER SUMMARY:

Extensive creative design engineering experience producing scalable, flexible web apps, jsp/php prototypes, wireframes, style guides and templates. Expertise in developing responsive forms and pages via Bootstrap, Material, SCSS/CSS, jQuery, Javascript, AJAX/JSON. Experience developing creative designs and responsive, gridbased layouts, and interactive style guides

PRIMARY SKILLS & EXPERIENCE:

- 18 years creating and turning mockups into pixel-perfect, fully functional, clickable PHP/JSP/SCSS/Javascript responsive prototypes
- 14 years of demonstrated experience in website design using Adobe Creative Suite and Lucidchart
- 13 years working successfully with project manager, product owners, designers, front and back-end engineers, and testers
- 9 years creating wireframes, interactive style guides and user stories
- 2 years turning Photoshop designs into fully functional WordPress themes

SAMPLE URLS / SOCIAL MEDIA LINKS:

http://www.adam-marsh.com/ http://www.ui-design-engineering.com/ https://www.linkedin.com/in/sassmaster http://www.thefogandwave.com https://github.com/zom-b-food

WORK HISTORY (CONT...)

Visa; 03/2013 - 03/2014; Foster City, CA

UI Engineer/Designer/Developer—

Built and maintained Visa merchant portals and customer service js and jquery web applications. Created customer-facing UI with dynamic, data-driven functionality via JSP and GSP. Developed responsive js/css framework.

Group Health Coop.; 02/2010 - 01/2013; SEA, WA

UI/UX Engineer—

Delivered a dynamic and secure web experience for staff, service partners, and ghc members enabling them to make appointments with physicians and specialists, view lab results, and fill prescriptions and other integrated services.

Sotto Wireless; 02/2006 - 11/2009; Bellevue, WA

UI Developer/Creative UI Designer—

Gave www.sottowireless.com a Web site, Storefront, and Activation Portal from the ground up, literally. Created style guides, all graphical content, prototypes, usability testing scripts. Startup experience using user-centered design.

AT&T Wireless; 02/2004 - 02/2006; Redmond, WA

Web UI Developer—

Built and maintained the AT&T Wireless customer service web application. Created customer-facing UI with dynamic, data-driven functionality via JSP/JHTML. Created wirefames and jsp prototypes.

Notes: