

SHANTI GUY

UX UI DESIGNER, BA DIGITAL DESIGN & VISUAL COMMUNICATIONS (AIU, 2006)

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PROFILE

My UX/UI Design Philosophy and approach to product design:

To produce a great experience I meld the hard and soft sciences of user research and information architecture with the art of user interface design. I use rapid prototyping as a way to spend as much time refining a product down to its simplest most utilitarian state.

In my spare time, I like to hang with my wife and kids, fly fish and build and ride motorcycles.

EDUCATION

2006 Graduated from AIU, Summa Cum Laude with a BA in Digital Design and Visual Communications

SKILLS

Worked locally and remotely for large and small dev teams in start-ups, large corporations and non-profits designing and presenting products.

UX Skills

- user research
- personas
- journey mapping
- user flows
- site maps

UI Skills

- wire framing
- lo and hi fidelity mock-ups
- interactive prototyping

Software

- Adobe Suite: Adobe XD, Adobe Illustrator and Adobe Photoshop

REFERENCES

Dawn Lien Senior Director of Product Management, Omnitrac (619) 723-0967

Sindhu Thottan Senior Platform Product Manager, Omnitrac (214) 682-6552, sjthottan@gmail.com

Craig Vanderheide Senior Product Manager Omnitrac (403) 606-9282, craig.v@me.com

WORK EXPERIENCE

Projekt202 Lead User Experience Designer 11/20 - Present
Worked directly with client's in-house UX and Development teams on UX strategy for native and web based app designs. Industries include: Personal identity protection, Healthcare and Corporate Cybersecurity.

Omnitracs Lead User Experience Designer 06/20 - 07/21
Led design system strategy, established process for UX production. Acted as Information Architect. Collaborated with research on testing. Mentored junior designers in IA. Wireframed, prototyped and tested 3 native apps and 10+ responsive web based apps. Contributed several elements and templates to the design system. Lead project to unify suite of 20 apps into one User Experience.

Securus UX/UI Principal Designer 05/20 - 06/20
Worked with product team to document user data and initial prototypes of a CMS and Mobile APP.

IBM Contractor at American Airlines UX/UI Principal Designer 01/20 - 04/20
Re-designed the UX/UI for the Customer loyalty/Admiral's Club application. Tasks: user research, inventory & analysis of existing systems, strategized with product owner and development team to define the most effective, expedient and efficient way to implement solutions. Deliverables: personas, journey maps, existing and proposed user flows, conceptual diagrams, design and interaction patterns, interactive wireframe prototypes, hifi prototypes, CSS and other UI assets developers need for implementation.

Freelance UX/UI Designer 02/16 - 11/19
Worked with various startups on customer facing websites.

Ligadata UX/UI Designer 01/14 - 12/15
Worked with data scientists and development team on UX/UI for open source data mining application, community web site, enterprise data modeling application and KPI dashboard.

Avaya UX/UI Designer 04/13 - 01/14
Worked with executives and development team on digitizing processes for the Sales Portal, avaya.com: Mobile Navigation Strategy, Sales Dashboard, Banner Campaigns, Digital Brand Guide, Enterprise CMS, Global return Merchandising Authorization, Global Product registration Tool, Mobile Support Site, Premium Content Registration, Records Management Tool, Share Collaboration Platform, Online Store, The Source (employee blog), Service Request Update, Online Sales Playbook.

Nutraspace Ux/UI Designer 02/12 - 04/13
Worked with start up owner to create health and wellness app.

Fisher More College Director of communications 11/11 - 4/12
Worked with Board, President and Dean on strategy, management and design of interactive, print and broadcast marketing and public relations.

Intuition Publishing Ltd. Multi-media Interaction Designer 11/06 - 11/11
Designed/produced interactive video learning applications for continuing education.