







# TYLER HARRIS

## UX & UI Designer

### Contact

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### Skills

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- Wireframing / Rapid Prototyping
- Adobe / Invision / Sketch / Figma
- Workflow Development & Documentation
- UX Research & Testing
- Visual Design & UI Design (Material & HIG)
- Information Architecture
- Interaction Design
- Project Management / Agile

### Experience

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June 2019 - Current

#### Senior UX/UI Designer Rival Games | Rivalgames.com

UI/UX Designer for entire application. Worked with the stakeholders and development teams based in USA & Ukraine. Created style guide and managed components for the application. I have been the primary design resource & have created UI for this web application since its conception.

October 2018 - May 2019 | 8 Months

#### Senior UX Designer - Contract 3ci Consultant @ The Home Depot

Worked as a Senior UX designer on the most front-end facing b2b2c application at The Home Depot. Worked on a variety of flows and UX strategy to help improve the in-store purchasing experience. I did Design Ops, worked cross-team and mentored Junior UX designers.

February 2018 - October 2018 | 9 Months

#### Lead UX Designer Comparably | Comparably.com

Worked as a lead designer for a venture backed start-up in Santa Monica, CA. Weekly duties include collaborating with a data analyst and SEO experts to create SEO driven web pages. Managed intern designers & worked b2b2c and helped reinvision main workflows.

June 2017 - November 2017 | 6 Months

#### Senior UX Designer Pegasus Solutions | Pegasus.io

Worked on a Hotel CRM platform with a variety of products. Conducted user interviews, identified pain points, and performed analysis of existing software. I acted as a UX designer on multiple projects in the company and helped establish a framework for a new modular product design.

Nov 2015 - Present | 1 Year 8 months

#### UX Designer Nectar Product Development | Nectarpd.com

I worked on a wide range of projects at this agency ranging from embedded IoT hardware to full blown desktop software made for scientists or the medical industry. Each project required an array of research including pain point documentation, user interviews, journey maps and workflow/storyboards. We would then work in agile and iterate on our wireframes and workflows testing along the way. We would then go into a visual design phase and hand-off style guides and assets to our clients development teams.

### Education

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2013 - 2015

#### Fine Arts - Graphic Design, CSULB Bachelor of Art

2016 - 2016

#### Javascript, General Assembly Santa Monica Certificate