

Jeremy D. Young “I am a hands-on UI/UX designer.”

// ABOUT ME

I create compelling, usable experiences on any platform. I have extensive experience with web technologies and touch screen interfaces, and enjoy learning the nuances of a new platform. My education in graphic design and my experience with hands-on development gives me an intimate understanding of a platform's capabilities. I can communicate the salient facts to stakeholders from a variety of technical, business, and design background. I enjoy working with talented people and embrace the idea that I can always learn more.

While the first 5 years of my career were spent heavily in web design and development, the past 6 have centered heavily on User Experience design and all that entails. I gather and help define product requirements, design user flows, and produce wireframes. For web sites and Flash applications, I can be heavily involved in the front-end development. I can wear many hats, but a satisfying user experience will always be my number one goal.

// SELECT WORK EXPERIENCE

User Experience Developer @ IndustryNext

August 2007 to Present

- Ran client meetings, gathered requirements, handled client relations, and managed teams for client work. Clients include Comcast, NBC Universal, Bravo TV, NBA, NYC & Company, Prosper, and others.
- UI / UX design for the web, iPhone, and iPad clients for Squrl. Squrl is a video bookmarking and playback social platform.
- Lead front-end developer of Squrl web client, utilizing modern CSS 3 designs with hand written Javascript UI frameworks and jQuery enhanced animation and AJAX.
- Touch Screen UI design for capacitive and resistive technologies for mobile, tablets, and mid-size embedded systems.
- Extensive experience designing for, and working with, embedded web video.
- Competitive Analysis and Persona Development for a unified voice, email, and text messaging communication system at Comcast.
- Interactive Flash widget development and design for data driven advertisement.
- Calendar & Voicemail widget design for a Comcast home automation solution.
- Facebook, Twitter, and YouTube integration.

Usability Engineer & Senior Designer @ Viewpoint

January 2001 to August 2007

- Designed production ready prototypes for some of AdMob's original mobile ad products prior to the launch of the iPhone.
- Usability Engineer / Senior Designer responsible for software and web applications. Worked closely with Software Engineers to develop methodologies and techniques to optimize, automate, and extend good user centered design.
- Lead UI Designer/Developer for Enliven– Viewpoint's multimedia authoring environment. Duties include mockups, new feature development, graphic production, XML code, and work flow optimization.
- Lead UI Designer/Developer for Creative Innovator 1.0 (later Unicast Fuse) – Viewpoint's web based advertising development, reporting, and delivery system.
- Page design and layout for a gamut of projects for internal and external clients including Ford, Compaq, HP, Chrysler, Viewpoint, and others.
- Technical reviewer for HTML, JavaScript, and Macintosh support.
- Creative direction and production of three-dimensional and two-dimensional media.

// CONTACT ME

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// CURRENT PROJECT

Squrl

<http://www.squrl.com>

A multi-platform video bookmarking, curation, and playback experience. Squrl clients are available for the iPad, iPhone, and web.

// SKILLS

Design / UI / UX

- User Interface Design
- Touch Screen or Mouse
- Interaction Design
- User Experience
- Wireframes
- User Stories
- Visual Design
- Creative Direction
- Workflows
- Agile / Scrum PM

Development

Advanced:

- HTML / CSS
- AJAX
- JavaScript
- jQuery
- ActionScript 3
- Flash

Intermediate:

- Java
- Apache
- Tomcat
- PHP
- SQL
- AppleScript
- OOP

Software

- Photoshop
- Illustrator
- Cinema4D
- OmniGraffle
- Eclipse
- Subversion

Web Designer @ Dreamlife.com

March to December 2000

- Oversaw complete design and deployment cycle of various projects.
- Helped develop the Dreamlife brand.
- Worked with content producers, application developers, and project managers to create course material, design, and functionality.

Interactive Designer @ Lang.com

Freelance, February and March of 2000

- Interactive Design for a "virtual candle", done entirely in Flash as a screen saver.
- Banner ad design, production artwork.
- 3D modeling of products including color matching and surface qualities.

Photo Simulation Technician @ Young Associates

January 1993 to January 2000

- 3D modeling of bridges, roads, and chemical plants from engineering plans for use in photo-realistic visual impact statements. Included work with GPS to locate real objects in computer created environments.
- Helped develop photo-realistic simulation techniques by the tender age of 16.

Education

Bachelor of Fine Arts
in Graphic Design (BFA)

Oswego State
University of New York

GPA 3.61 / 4
Magna Cum Laude