

# Alexander Barnes

San Francisco CA T 510.943.8575  
[pectabyte@hotmail.com](mailto:pectabyte@hotmail.com) - [www.thatuiguy.com](http://www.thatuiguy.com)

## Summary

**User Interface & Experience Designer** for Mobile & Web with Management, Teaching and Usability Testing experience.

## Skill Sets

User Experience design with Omni-Graffle and Xcode. User Interface Visual design with Balsamiq, Adobe Illustrator, Photoshop, Apple Keynote and iRise. Motion Graphics and User Interface Animations with Adobe After Effects and Flash. 3D modeling with 3D Studio Max and Maya. I also have experience conducting User Experience Testing.

## Experience



UI/UX Designer (contract), Magnifi **Oct 2017 - current**

Provide Web and UI Design and UX workflows for emerging App "Magnifi"



User Experience Designer, Wells Fargo; San Francisco, CA – **May 2016- Sep 2017**

Designed User Experience for the following projects: Finger Print App Login, Authentication Session History, Security Center, Forgot Password Experience (Lowered customer support calls by 16%) Debit Card Transaction Counter (A way for users to review how close they are to qualifying for free checking for checking accounts) Journey Mapping (Internal Auditing project designed to identify problematic screens and scenarios in the Wells Fargo App and Authenticated Session site) Conducted Usability Testing.



User Experience & Interface Director, Enemy Spawn; San Francisco, CA – **June 2013- May 2016**

Managed a team of 16 people to deliver a variety of products for 3rd party companies. Provide UI/UX evaluation and solutions for 3rd party companies. Redesigned "Amigocloud" GIS system Web Dashboard and Mobile App for android OS and iOS. Designed Web Dashboard and Tracking Experience for "Shell Catch" a South American Fishermen wholesale distribution system. Redesigned VTA (Valley Transit Association) Main Website and Mapping system for Web and Mobile.



UI/UX Design Instructor, Academy of Art University; San Francisco, CA – **Jan 2014- Sep 2014**

Taught students how to build UX Flow charts, Wireframes and UI Elements and interactive prototypes for Video Games and Mobile apps.



UI/UX Designer, Viridis Learning; New York, NY – **March 2013 -May 2013 (Contract)**

Designed User Experience, User Interface for e-learning content delivery service.



User Experience Designer, DocuSign Inc. San Francisco, CA – **Aug 2012 - May 2013**

Designed User Experience for DocuSign's Android and iOS App. Designed User Interface and Interface Elements for Android App and iOS App. Designed Workflow Diagrams for User Interface. Designed Wireframe Mockups for User Interface. Built working, "Clickable", prototypes of Mobile Applications.



UI/UX Designer, PlayUp Inc; San Francisco CA – **Feb 2012 (Contract)**

Designed new game User Interface flow-charts and User Experience. Produced Wireframe graphic concepts for User Interfaces for upcoming games.



Interface Designer, Samsung STA R&D; San Jose, CA – **Aug 2010 - Jan 2012**

Designed User Interface layouts and Animations for Applications, Home screens and Web browser that have been reviewed by Techcrunch and Gizmoto. Designed User Interfaces and User Experiences for

applications on the Galaxy Tablet and Galaxy Phones. Designed Animations for Samsung's first purchasable software Application "Pure Breeze". Designed Motion Graphic layouts and animation in Flash, Keynote and After Effects for Samsung brand Android OS. Designed Wire-frame layouts for User Interface Animations.



Senior Designer, FoamRobot; San Jose, CA – Oct 2009 - Aug 2010

Designed User Experience and Game Play user flows and managed team of six artists during visual developments and asset delivery process.



Instructor / Game Designer Tech Know How Inc; Redwood City, CA – Jun 2008 - May 2009

Designed User Interface & Experience flowcharts. Produced Wireframe graphic concepts for User Interface for upcoming games. Redesigned UX models for current (at the time) games and other products.