

# Chris O'Connell

## UX Design & Development

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### Professional Goal:

To use my ability as a product designer to create the best possible product. To bring my passion for design to a dedicated team and learn from those around me. To continuously improve and innovate in my field, and bring new experiences to users and creators alike.

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## Work Experience

### Product Designer

#### Chute

*March 2017 - Current*

Defined key components of the full platform redesign, new design system and unification of core applications. Onboarded new designers and reacted quickly with new solutions to critical external API changes.

### Product Designer

#### CoMedia Design

*December 2016 - February 2017*

Designed large scale enterprise web applications for major tech companies. Created mocks, and high fidelity prototypes for new clients.

### Product Design & Innovation

#### WithMe™

*June 2014 - April 2016*

As the first in-house design hire at WithMe. I worked with both Sales and Engineering to redesign the e-commerce platform for both Mobile and Responsive Web. As the team grew, I transitioned to imagine and create new and innovative products to revolution the world of Retail Technology. This included design of both Hardware and Software products.

### User Experience Designer

#### Let's Rally

*March 2014 - June 2015*

Design Agency working with major clients on the Las Vegas Strip. Responsibilities included User Experience Design for Android/iOS Apps, as well as UI Design, Branding, and Animation Design.

### User Experience Designer

#### Banjo

*April 2013 - March 2014*

Joined as only in-house Designer. working directly with the CEO and Engineering Teams to redesign the Banjo experience from the ground up. Launched to 6 Million users and was featured on the front page of both major app stores in over 16 countries with 5 star average reviews.

## Work Experience, Continued

### Product & Community Manager

#### Downtown Project

*March 2013 - January 2014*

Worked with Tony Hsieh and the Communications Team to create a mobile app for the Downtown Las Vegas community and visitors to the Downtown Project.

## Projects

### Volunteer - Design & Community Lead

#### The Huntridge Theater

*March 2014 - June 2015*

Worked with over 20 core volunteers to organize an IndieGoGo Campaign to raise \$150,000 to save a historic landmark in Downtown Las Vegas. We worked with local celebrities such as The Killers and the Pawn Stars team, and were the first local-focused campaign to set a goal over \$100,000 and meet it. We were invited to the IndieGoGo headquarters to share our findings and success with their team.

### Founder - Product & Front End

#### TourAlong

*March 2014 - June 2015*

Created a full scale crowd funding application for touring musicians during Las Vegas Startup Weekend, winning third place.

## Skills

**User experience design, front-end development, personas, wireframing, whiteboarding, branding, logo design, mobile interaction design, hardware interaction, a/b testing, click-through prototyping, agile ux, scrum, product management, and rapid prototyping.**

## Tools

**Sketch, Framer, Adobe Photoshop, Adobe Illustrator, Keynote, Omnigraffle, InvisionApp, Flinto, MERN Dev Stack, and working knowledge of full stack development.**