



Derek Adams, Senior UX Designer

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Portfolio: derekadamsdesign.com

Technical Skills

- User Experience Design (UX)
- User Interface Design (UI)
- User-Centered Design
- Agile/Scrum Methodology
- Responsive Web Design
- Adobe Creative Suite
- Figma
- Sketch
- Invision
- Miro
- Familiarity With HTML, CSS, & Javascript

Education

IU Herron School of Art and Design
BFA in Visual Communication

Springboard
UX Design | Career Track

SEP (Senior UX Designer)

April 2019-Present

- Produce high-quality design artifacts that will surprise and delight the end user.
- Comprehend complex business requirements and user stories.
- Create wireframes, concept sketches, pixel-perfect design comps, presentations and documentation.
- Conduct, analyze, and synthesize user research.

Derek Adams Design

(UI/UX Designer, Contractor)

January 2011-Present

- Conduct user and market research. Both quantitative and qualitative.
- Craft designs from sketches, work flows, and wireframes, to pixel perfect visual designs, and InVision prototypes.
- Collaborate with engineering and development teams from project inception to product delivery.

MilesHerndon (Senior Art Director)

August 2018-March 2019

- Design mobile first websites from sitemap to high fidelity prototypes.
- Concept and direct photo shoots.
- Concept and create marketing campaigns.

Fat Atom Marketing (Creative Director)

January 2017-August 2018

- Led the design and development teams to create award winning digital and print work.
- Conducted user research and designed personas to help inform the design process.
- Presented concepts, designs, and key research findings to stakeholders.

Indiana University Communications (Designer)

November 2015-January 2017

- Collaborated with user research team to establish user needs and problem space.
- Designed site maps, user flows, and wireframes, as well as pixel perfect mock-ups and clickable prototypes.