

ADAM RODRIGUEZ 2017

Profile

As a multimedia designer, my passion for design drives me to develop outstanding mobile interfaces, web experiences, and gaming platforms that push the boundaries of the norm.

Experience

UX/UI DESIGNER, ALARM.COM, ALEXANDRIA, VA – JULY 2016 - PRESENT

Developed a UI Kit from Alarm.com's iOS and Android applications while helping to establish an illustration style that would work for Alarm.com's overall brand. Designed a base framework for a do-it-yourself installation guide.

UX DESIGNER, BLOOMBERG BNA, ALEXANDRIA, VIRGINIA – SEPTEMBER 2015 - JULY 2016

Worked on and developed a consistent design language. With scalability and usability goals in mind, I created a User Interface Kit for common web controls that designers and developers used to quickly mock up requirements. I also created two icon sets, that I later converted into a font for the design team to use while mocking up interfaces.

UI DESIGNER, CURB (FORMALLY TAXI MAGIC), ALEXANDRIA, VIRGINIA – AUGUST 2014 - SEPTEMBER 2015

Brought on to help manage and expand the Curb brand in the mobile application space. Helped to develop app style guides for iOS and Android. Based off user testing I created concept flows that helped solve major user pain points for the iOS application. I was also responsible for creating concept interaction animations for developers.

CONTRACT DESIGNER, DELOITTE DIGITAL, DENVER, COLORADO – FEBRUARY 2014 - MARCH 2014

Worked closely with the UX designer and Front End Developer for an eight-week period to design a web portal. Created assets in order to skin existing portal, as well as new assets for an entirely new concept. Developed an animated loading indicator that fit inside clients branding guidelines.

Education

Rocky Mountain College of Art + Design – Bachelors of Fine Arts in Graphic Design 2014

Rocky Mountain College of Art + Design – Bachelors of Fine Arts in 3D Animation 2012

Skills

I have extensive knowledge and experience with Bohemian Coding's Sketch App and Adobe Creative Suite products, notably Photoshop, Illustrator, and Indesign. Additionally, I am well trained in the use of Autodesk Maya, ZBrush, and Adobe After Effects. I have integrated these programs into my workflow as I continue to create innovative interfaces for iOS, Android, Windows Phone and Web interfaces.

