

MIKE DEMAR

UX Architect

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EXPERIENCE

UX Architect | Teradata, March 2014 - Present

Working on a cross functional UX design team to deliver high fidelity visual designs through mockups and functioning prototypes used to demonstrate aesthetic and technical specs to development teams, product management, and QA. Primary focus is on the User Experience and Visual Design for a suite of software products with a vision for design consistency throughout. Perform user testing using lean UX methodologies to quickly iterate on wireframes and user flows. Participate in weekly design team stand-ups and critique as well as Scrum and Sprint planning meetings.

UI/UX Designer | Medfusion, September 2013 - March 2014

Lead designer on the Innovation and Product Management team. Focused on rapid prototyping of patient and provider side web applications that aim to place the power of health care in the patient's hands. Working closely with marketing, support, implementation, development and product management, to ensure that an outstanding experience is delivered through the product and brand.

Visual Designer | Intuit, November 2012 - September 2013

Visual Designer on the XD team. Leveraged existing brands of practices into patient portal solutions while designing and developing websites for health care providers. Developed processes that increased workflow from client brief to site launch, mirroring the agency design process. Collaborated with XD team members and cross-functional teams to rapidly prototype lean experiments for future Intuit products.

Web Designer/Developer | Everest Agency, July 2012 - November 2012

Designer and Web Developer on a team of fellow designers in a fast paced agency environment. Collaborated with owner/creative director on a multitude of projects including HTML/CSS Websites, WordPress Custom Themes, Web Widgets, HTML Emails, Marketing Campaigns, and more.

Web Designer I East Carolina University, January 2010 - July 2012

Worked on the Design and Development of the Academic and Student Affairs websites while collaborating with Student Affairs Marketing Team to promote Student and Faculty events. Projects included HTML/CSS websites designed to work with the Universities CMS, Interactive Flash Websites and Banners, Cold Fusion and PHP forms, Window Display Designs, Custom Logos, Social Media Campaigns, and Site Specific Google Analytic Reports.

EDUCATION

BFA Interactive Design/Animation I East Carolina University

Studied the disciplines of traditional fine art mixed with a unique blend of interaction design and animation. Courses included an assortment of 3D, web, video, and motion graphics projects. Explored the techniques that solved how design can complement experiences in various disciplines. Submission to concentration based on faculty acceptance upon portfolio review.

SOFTWARE PROFICIENCY

Visual Design	● ● ● ● ●	Sketch	● ● ● ● ●
Interaction Design	● ● ● ● ●	Prototyping	● ● ● ● ●
Photoshop	● ● ● ● ●	Agile/Scrum	● ● ● ● ●
HTML/CSS	● ● ● ● ●	Maya	● ● ● ● ●
After Effects	● ● ● ● ●	Illustrator	● ● ● ● ●
Design Principals	● ● ● ● ●	Typography	● ● ● ● ●
Color Theory	● ● ● ● ●	JavaScript	● ● ● ● ●

TRUE NORTH STATEMENT

"As a professional designer, who is a master in the industry and looked to for inspiration and example, use my talents to shape a better world through innovative ideas, amazing designs, and willingness to give back to humanity."