

Sean McCormick

UX, UI, & INTERACTION DESIGNER

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About

With 3 years work experience in UI/UX design, interaction design, rapid prototyping, and working hands-on with developers to solve challenging problems. I've mostly worked on responsive websites, but also designed mobile apps, media for advertising campaigns, and mobile-first emails.

Work Experience

Rhythm

Interaction Designer, Jan 2016 - Present

End-to-end digital design: information architecture, wireframes, art direction, interaction design, developer handoff and collaboration.

Presented designs to high caliber clients and executives.

Designed mobile, tablet, and desktop interfaces for responsive websites using mobile-first principles with a user-centric mindset.

Designed and refined user experience and interfaces for mobile apps.

Assisted with business development through design pitch work and visual refinement of pitch decks.

Redefined the workflow for the design team by moving to modern screen design tools like Sketch, Principle, and Zeplin.

Lead design portion of projects through full UX/UI process.

Saatchi & Saatchi LA

3D Artist Internship, Jul 2015 - Dec 2015

Motion graphics of 3D generated assets.

Gained understanding of automotive industry through one of the largest car companies in the world, Toyota.

Learned the 3D process from modeling to applying textures and materials and then to lighting and final rendering.

Experienced a large scale agency environment to gain an understanding of process and professionalism.

Adam Greer Designs

Graphic Designer, 2011 - 2012

Photographed high end real estate properties for the purpose of designing advertisements for realtors.

Edited real estate photography to have a high quality professional feel.

Worked in a demanding and fast paced environment to produce a high quantity of designs at a high quality.

Technical Knowledge

Sketch

Axure

Photoshop

After Effects

Principle

Illustrator

Invision

HTML

Marvel

CSS

Zeplin

Webflow

Skills

Information Architecture

Wireframing

Art Direction

Interface Design

Icon Design

Rapid Prototyping

Interaction Design

Motion Graphics

Photo Editing

Education

BFA - Graphic Design

CSU Fullerton, Dec 2015

My work was frequently chosen by my professors for display in the public halls. I won a contest for new signage throughout the Art Department where my signs are now permanently displayed.

Self Teachings

Ever since I discovered the world of digital design I've kept up with the most up-to-date thinking and design trends. A lot of what I know is through research in my free time. I love this stuff.