



# Drew Binkley

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## Profile

I have 19+ years experience with design from print to web and software application. I believe I have a lot to offer teams, whether in-house or remote and truly believe I still have a lot to learn myself. I enjoy working on products and making them the best they can be by always pushing to get them to the next level. I am very organized and detailed in my work. Startups are a passion of mine.

## Experience



### **PARTNER/UI/UX DESIGNER, HATCH SAFETY; BIRMINGHAM, ALABAMA – 2016-PRESENT**

I am a partner and have lead for all UI/UX design. Hatch Safety consists of an iOS and Android app as well as a Desktop version.



### **PARTNER/CREATIVE DIRECTOR, TEP.IO; BIRMINGHAM, ALABAMA – 2007-PRESENT**

I am a partner and have lead all creative for tep.io since 2007. We originally started out as a web development company and have since switched our focus to software and application development.



### **ART DIRECTOR, DETAILS DIRECT; BIRMINGHAM, ALABAMA – 2006-2007**

I was in charge of leading a small team of designers, both with concepting new ideas and developing those ideas into actual products. I also lead from concept to shelf a new product for the market called SermonPaks that was a success and had great response to both existing clients and new clientele.



### **ART DIRECTOR, STUDENT LIFE; BIRMINGHAM, ALABAMA – 2004-2006**

Designed all materials for a multi-program student ministry - from print to web.



### **GRAPHIC DESIGNER, SPEAK CREATIVE; MEMPHIS, TENNESSEE – 2000-2004**

Part of a small team designing print material - brochures, mailers, annual reports, to websites from churches to local businesses.

## Education



### **DESIGNLAB UX ACADEMY, ONLINE – MAY 2019-SEPTEMBER 2019**

Full-time course / 480+ hours / Learned modern UX skills through hands-on exercises and four intensive capstone projects. Designed responsive websites and iOS apps that solve existing user needs. Weekly critique sessions with mentor and peers.



### **AUBURN UNIVERSITY, BACHELOR OF FINE ARTS, VISUAL COMMUNICATION – 1995-2000**

## Skills

Product Design

Wireframing



Mobile App Design

Prototyping

Branding/Guidelines

UI/UX



Visual Design

User/Task Flows

Information Architecture

References available upon request