



Drew Binkley

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Profile

I have 20 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/CREATIVE DIRECTOR, TEPIO; BIRMINGHAM, ALABAMA – 2007-2020

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.

. PARTNER/UI/UX DESIGNER, HATCH SAFETY; BIRMINGHAM, ALABAMA – 2016-2019

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.

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

I was in charge of leading a small team of designers, both with conceiving 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