

Adam L. Marsh

~UI-UX Designer/Developer



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PROFESSIONAL EXPERIENCE:

- Proficiency with **Adobe Creative Suite, Figma/FigJam**, and other UI/UX tools for wireframes, style guides, templates, etc.
- Understanding requirements and user-expectations from a UX perspective
- Creating rapid, fully functional and clickable prototypes to validate design concepts via **ATOMIC** design fundamentals
- Highly detailed communication of design principles, mockups + direction to engineers
- Prototype development experience with **SCSS/CSS, HTML, Javascript, jQuery, Bootstrap & Material Design**
- Experience working with cross functional, agile teams
- Deep understanding and practical experience in **how to make a design technologically feasible**

WORK HISTORY:

UI-Design-Engineering; 01/2014 – present; SEA, WA **Lead UI/UX Designer/Developer**—

Created responsive wireframes, prototypes, usability scripts; userflows and Journey maps. Customized front-end and UI frameworks (Bootstrap) for hosted environments. Created high and low fidelity mocks and Figma components and variants. Created fully interactive and responsive UIs (JSP, PHP). Interactive Style Guides and HTML/SCSS prototypes Portfolio here: <http://ui-design-engineering.com>

Projects for the VA, Kaiser, Inmar, Stellar Tech, RSI, NearIX, and EllieMae.

Knowledgepath / DMI; 03/2015 – 02/2016; SF, CA **Lead UI/UX Designer/Developer**—

Created responsive UIs for www.shoecarnival.com and www.bedbathandbeyond.com. Created SCSS components, build scripts and reusable components for team. Managed team of 4 UI/UX Engineers.

Ramsell Corp; 03/2014 – 03/2015; Oakland, CA **Lead UI/UX Designer/Developer**—

Lead the team's HTML5/CSS-3 development efforts while creating two responsive (bootstrap) web apps. Produced style guides for web and mobile devices and implemented all UI functionality according to spec. Managed all aspects of UI design between front and back-end developers.

CAREER SUMMARY:

Experience developing **creative designs, user flows, wireframes, usability studies, and responsive, grid-based layouts, as well as interactive style guides**. Extensive creative design engineering experience producing **scalable, flexible web apps, jsp/php/Angular 9+ prototypes and templates**. Expertise in developing **responsive forms** and pages via **Bootstrap, Material, SCSS/CSS, jQuery, Javascript, AJAX/JSON**.

PRIMARY SKILLS & EXPERIENCE:

- 20 years creating and turning mockups into clickable [HTML/SCSS/Javascript responsive prototypes](#). 20 years of demonstrated experience in website design using **Adobe Creative Suite** and **Figma/Storybook** using **ATOMIC Design** principles
- 20 years working successfully with project manager, product owners, designers, front and back-end engineers, and testers
- 12 years creating wireframes, [interactive style guides](#) and user stories

PORTFOLIOS / SOCIAL MEDIA LINKS:

<http://www.ui-design-engineering.com/>
<https://www.linkedin.com/in/sassmaster>
<http://www.adammarsh.com>
<http://www.uiuxsandbox.com>
<https://github.com/zom-b-food>

WORK HISTORY (CONT...)

Visa; 03/2013 - 03/2014; Foster City, CA UI

Engineer/Designer/Developer—

Built and maintained Visa merchant portals and customer service js and jquery web applications. Created customer-facing UI with dynamic, data-driven functionality via JSP and GSP. Developed responsive js/css framework.

Group Health Coop. ; 02/2010 - 01/2013; SEA, WA UI/UX

Engineer—

Delivered a dynamic and secure web experience for staff, service partners, and ghc members enabling them to make appointments with physicians and specialists, view lab results, and fill prescriptions and other integrated services.

Sotto Wireless; 02/2006 – 11/2009; Bellevue, WA UI

Developer/Creative UI Designer—

Gave www.sottowireless.com a Web site, Storefront, and Activation Portal from the ground up, literally. Created style guides, all graphical content, prototypes, usability testing scripts. Startup experience using user-centered design.

AT&T Wireless; 02/2004 – 02/2006; Redmond, WA Web UI

Developer—

Built and maintained the AT&T Wireless customer service web application. Created customer-facing UI with dynamic, data-driven functionality via JSP/JHTML. Created wireframes and jsp prototypes.

Notes: