

DAMON CARLSTROM

EXPERIENCE DESIGNER & DEVELOPER

GET IN TOUCH:



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+ PROFILE

Digital experience generalist with an eclectic, in-depth set of skills and experience that allows for a high-level view of products, as well as a detailed perspective of all their components. Adaptable, innovative, and determined, I am always up for a challenge. I consider myself a life-long learner looking to continue my professional, as well as personal, growth in a new, inspiring culture and environment. Currently I'm in Denver, CO and am available to start immediately in this area.

+ EMPLOYMENT

HILTON WORLDWIDE - UX / UI Designer Memphis, TN
March 2016 - Feb 2017

- Lead all UI and Interaction design efforts on new Property Management System, used by 4300+ hotels and 250,000+ employees worldwide.
- Collaborate daily with Senior Information Architect on overall user experience and system architecture
- Optimize features and usability for responsive layouts and various devices while following ADA compliance guidelines
- Participate in front-end development as needed while conducting UI reviews with developers

HALLIBURTON - UX / UI Designer Remote / Dallas, TX
March 2014 - Feb 2016

- Create user-interface for enterprise-level software applications using agile development methods. Products will be used by 50,000+ employees working in 75+ countries
- Collaborate with UX Lead to develop new UI style guides and standards for all HCT software - used by UX team and engineers
- Concept, design, and implement front-end of websites and other web-based components. Websites are used internally by governance board members and viewed by up to C-level executives
- Develop solutions for edge case scenarios, usability and layout problems, complex functionality, and stakeholder requirements to be written into user stories by product owners
- Complete daily UI reviews for implemented user stories by giving detailed feedback to team of 20+ offshore and 10+ in-house software engineers

+ PROFESSIONAL SKILLS

	average	good	skilled
Web/UI Design	●●●●●	●●●●●	●●●●●
Information Architecture	●●●●●	●●●●●	●●●●●
Content Strategy	●●●●●	●●●●●	●●●●●
Interaction Design	●●●●●	●●●●●	●●●●●
Prototyping / Wires	●●●●●	●●●●●	●●●●●
Front-End Web Dev	●●●●●	●●●●●	●●●●●
Responsive Frameworks	●●●●●	●●●●●	●●●●●
Version Control	●●●●●	●●●●●	●●●●●
Mobile Technology	●●●●●	●●●●●	●●●●●
CMS Integration	●●●●●	●●●●●	●●●●●
Video Editing	●●●●●	●●●●●	●●●●●
After Effects	●●●●●	●●●●●	●●●●●
Cinema 4D	●●●●●	●●●●●	●●●●●
Process Optimization	●●●●●	●●●●●	●●●●●

+ AWARDS

3 ADDY AWARDS
Interactive Media & Campaigns
 University of Oklahoma - 2010

CURRICULA VITAE

DC LABS - Freelance Creative Services & Consulting

2012 - Present

- Deal with all aspects of creative and marketing services from concept and design to implementation and final delivery

Major Clients:

NASA (2014) - Front-end development of Wordpress e-Commerce site for online gift shops

Browder Capital (2013) - Branding, web design, front-end development, Edge Animate composition, and 3D animated video

Screamer Co. (Oct 2012 - Jun 2013) - Front-End Developer

Third Rail Creative (Feb - Jun 2012) - Motion Graphics Designer on 3D animated video for Charles Schwab

SLINGSHOT - User Experience Specialist

Austin, TX

July 2013 - February 2014

- Maintained significant influence in shifting agency mentality towards a more modern, mobile-focused approach by writing research articles and proposing specific process changes spanning three departments
- Developed user-centered solutions to complex problems and concepts through research, sketches, IA, wireframes, interaction and interface design, prototypes, usability testing, and presentations

CATALYST - Junior Interactive Designer

Austin, TX

May 2011 - February 2012

- Created and implemented graphics and animations into video post-production and front-end development (Flash / After Effects)
- Maintained site content and graphics for 40+ clients on Wordpress/ Joomla CMS
- Headed project launch of digital printing website working with production company

+ PERSONAL SKILLS

	average	good	skilled
Organization	●●●●●	●●●●●	●●●●●
Creativity	●●●●●	●●●●●	●●●●●
Critical Thinking	●●●●●	●●●●●	●●●●●
Detail-Orientation	●●●●●	●●●●●	●●●●●
Versatility	●●●●●	●●●●●	●●●●●

+ GUEST LECTURES

USER EXPERIENCE DESIGN

Interactive Advertising Course

University of Oklahoma

Fall '15, Spring '16, Fall '16, Spring '17

+ EDUCATION

2012

VISUAL CONCEPTS CLASS

Austin Creative Department

GSD&M

2010

Bachelor of Arts in Journalism - Advertising

Gaylord College of Journalism & Mass Comm.

University of Oklahoma