# SEAN JOHNSON

User Experience Design | Product Design

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Engaging people in
dynamic, relevant,
user-centered digital
experiences.
For twenty years.

## COMPETENCIES

Product Design
UX Design
UI Design

Stakeholder Interviews
Competitive Analysis
Survey Creation
Process Diagramming
Persona Creation
Journey Mapping
Storyboarding
Wireframing
Prototyping

Axure RP
Sketch
Balsamiq Mockups
Invision
Adobe XD

Photoshop
Illustrator
After Effects

HTML  CSS  Javascript
Cinema 4D   3DS Max   Maya

## EDUCATION

Bachelor of Science
Ohio State University
Political Science

## EXPERIENCE

**FPX** | Minneapolis, MN (working remotely) | Current Consult
PRODUCT DESIGNER / UX CONSULTANT
- Working with Product Innovation Team to revamp their CPQ (configure-price-quote) software suite.
- Goals include: create a more user-centered Configuration experience; re-architect and re-design mobile app; overhaul complicated Data Modeling experience; create Styleguide and Component Library.

**Suitable Technologies** | Palo Alto, CA (worked remotely) | 2013-2019
LEAD UX DESIGNER
- Worked with VP-level stakeholders to strategize and iterate business goals.
- Designed new core initiatives. Mapped out company-wide process flows.
- Researched, brainstormed, triaged and iterated new software features and experiences as part of an integrated development team.
- Researched user product desires and translated them into into actionable software improvements.
- Revised software feature set based on discussion, conception, sketching, wireframing and prototyping
- Guided all UX and UI activites.

**Imagination** | Dearborn, MI | 2013
HMI / DIGITAL ART DIRECTOR
- Concepted screens for HMI/Digital Instrument Panel initiative for Ford Motor Company / Lincoln
- UX/UI/design work on various digital experiences for Ford 2014 auto shows

**UBM (United Business Media)** | Chicago, IL | 2011-2013
DIGITAL ART DIRECTOR
- Wireframe and design b2b web sites for both browser and mobile spaces.
- Edit video and create motion graphics for client and in-house projects.

**Midway Games** | Chicago, IL | 2007-2009
USER INTERFACE DESIGNER
- Designed game interfaces. Created illustrations and icons. Animated screens and cinematic sequences. Created moodboards for forthcoming titles. Built working interfaces in Flash and within our proprietary game-framework.
- Mentored newer artists.
- Games I worked on included Mortal Kombat, NBA Ballers, Blitz the League, and Wii Game Party.

**Motionpop** | Chicago, IL | 2005-2007
CO-FOUNDER, CREATIVE DIRECTOR
- Co-founded a digital signage company. Wireframed and designed an enterprise-level animation-distribution application. Managed the outside development team that built the application and client software.
- Created a library of 50 promotional animations for use within the software.
- Managed client expectations and creative needs of our primary client, Burger King.

**Allure Fusion Media** | Atlanta, GA (worked remotely) | 2000-2004
CREATIVE LEAD
- Designed and animated Digital menuboards and promotional screens for QSR and retail clients. Created libraries of motion graphic animations. Managed creative needs for clients like McDonald's, Coca-Cola, Popeye's Chicken, Borders, and AMC Theaters.
- Clients I personally managed included United States Postal Service and Blockbuster.

**Frankel & Co.** | Chicago, IL | 1998-2000
SENIOR INTERACTIVE DESIGNER
- Designed promotional websites. Created an entire holiday promotional mini-site for a Target. Animated digital signage screens for United States Postal Service.
- Clients included Target, Frito-Lay, United Airlines, Nestle and USPS.