

Trey Banks

Senior Level UX/UI Designer

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Summary

I am a UX Designer with over 10 years of design experience. I tend to be quiet about my capabilities and achievements, but over the years have seen the need for more passionate UX Designers to emerge. I like to nurture the growth of UX designers and teams to bring designers continuity in the business. Staying current and staying a student constantly keeps me challenged and it drives my passions forward to maximize my value as an User Experience professional. I prefer to lean on the business model and research my approach to solidify the design. It is important to me to ensure that the measurements and goals are incorporated first before the design can digitally be fleshed out to better the business strength.

"It is a fulfilling thing to know that in a technology focused world we have such a heavy hand in the direction it is headed. As a UX Designer I want to focus on building an experience for the user that assures they are right in selection no matter what they choose."

The following are the skills that I possess:

Interactive Design, Mobile/Tablet Design, Responsive Design, HTML/CSS, UI/UX Design, Research,

Information Architecture, Wire Framing, Mockups

Prototyping, Brand Identity, Enterprise App Design, User Centered Design, Peer 2 Peer, Problem Solving.

Design Tools:

Sketch, Adobe XD, Photoshop, Invision, Principle, Zeplin, Xcode, Illustrator

Management Tools:

JIRA, Slack, Goto Meeting, Google Drive, Google Sheets, Google Slides, Google Docs

Experience

Lead UX Designer at Q2 Lab Solutions (Contract)

September 2017 – Present

Q2 is a company focusing in clinical lab trials and studies with a large employee base and focus towards design.

Primary Focus:

I focused daily on solving problems in their task flow and design decisions to create a more fluid solution assessing the framework and universal design language inter-application wide. I conducted user interviews and usability testing to massage my design decisions through wireframes and various iterations while using design thinking methods and exercises with my team.

*Create solid research methods from Ideation to prototype

- *Work with product managers and stakeholders, gathering business requirements to understand product goals and client needs
- * Build Interfaces on mobile and desktop to ensure responsive approaches for web platforms as well as native platforms.
- * Produce interactive HTML/CSS prototypes
- * Build dynamic flows from the synthesized data bar any methods of necessity
- * Prototype fluid and intuitive outlets from interaction verses the business needs to meet for the design efforts as well gestures for the end user
- * Connect with the product owners and stakeholders to ensure the consistency with the team that the requirements and goals are meeting deadlines collectively with any set backs in the product road map
- * Construct effective solutions for the currently used internal software approaching a healthy User Centric Design approach to ensure the longevity to the lifecycle of the product
- * Participate in client usability studies
- * Conduct stakeholder meetings
- * Ideation leveling of Design Charettes and interviews focusing around building personas and goals

Tools:
 Sketch, Principle, Invision, Jira, Zeplin, Photoshop, Marvel, Axure

Languages and Research:
 HTML5, CSS, Angular, Java, Bootstrap, Google Analytics

Interaction Designer at Bridgevine, Inc.

September 2016 – October 2017

Bridgevine is a customer acquisitions and cross selling company focusing primarily but not limited to TV, Phone and Internet solutions within marketing and customer call centers.

Primary Focus:

Daily provisions of solutions working with Stakeholders, BAs, and Product Owners to fulfill effective outlets within the customer acquisitions leverage. Building our three key initiatives and investment solutions within a five fold marketplace.

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Lead UI/UX Designer at TTAGS Tech Solutions

March 2015 - September 2016 (1 year 7 months)

What I did here:

User Interface & User Experience Design, Applications and Web Development, Content and Brand Marketing. I lead and managed my own team in design initiatives that were government based as well as client based in various types of projects. We ranged projects from insurance applications to component building for music apps. This kept my skills sharp and focused to balance and see past my threshold of industries.

- * Participate in client usability studies
- * Conduct stakeholder meetings
- * Define business goals with clients to ensure the values and return on investment from the business side
- * To seek out potential users by holding interviews and informal usability testing gathering and synthesizing the data to carry stronger approaches to design
- * To carry out brand awareness and brand identity marketing meetings from an experience perspective to argue the value to add and take away from the product road map
- * Worked closely with the product owners and CFOs to phase together investment and financial progressions upon the release of client applications
- * Conducted demonstrations in conjunction with the partners and the board to communicate strongly with the product and its lifecycle's potential
- * Responsible for creating wireframes, workflows and interactive prototypes and overseeing the gathering and connectivity of the product's usability from the research gathered
- * Reviewed our UX Designers and evaluated their strengths and growth path to ensure a cohesive team and environment for the business's growth potential.

* Oversaw a seven person team to lean in on product services and delivering many products to various brands as clients ensuring their growth from consumer facing application to fortune 500 client services.

Centered on:

UI/UX Design

Web Design

Research

Visual Design

Content Management

HTML/CSS

SCRUM

Tools:

Sketch, Photoshop, UX Pin, Invision

Senior UX Designer Rising Icon Multimedia

May 2009 - February 2015 (5 years 10 months)

Multimedia and Development company

My role:

My center of focus primarily was centered around being sure that our internal website and application were up and running. Rising Icon Media was a photography and videography media based servicer and with the tool that we provided allotted our customer base to create a media dashboard which gave them access to all purchased media. I built and delivered as a senior over the design and technology operations. It was a dual role due to the company being smaller and I ensured that we were utilizing the proper technology api's and various tools that were needed to encourage the user's return and continual usage. This role was needed for it was before the take over and popularity of cloud storage and our team gave our customer base the capability to take their photos and unedited video where ever they went.

My Role Focused:

*Oversaw all brand creative and direction of the legacy "Carryout" tool

* Responsible for creating wireframes, workflows while collaborating with IA team to successfully produce several design enhancements for the Carryout tool components to work as a service within a service.

* Working with and overseeing a fifteen person product team, I played a vital role in the success of several product launches – all of which that have lead to an increase in visitors, higher conversions and better overall consumer experience

* Created an ERP solution for the business to bank in the payroll system and basis of the fulfillment of the internal facing applications for documentation task management.

What I did:

Technology Implementation

HTML/CSS

UX Design

Wordpress

Web Development

Co Working with Proficient Graphic Designers

Tools:

Photoshop, JIRA, Dreamweaver, Illustrator

Senior Web Designer & Tech at Wyze Services LLC

March 2006 - May 2009 (3 years 3 months)

Wyze Web Services is a web development company focused around small business and government

solutions. Taking the informational portion of ideas and fleshing out a fluid and simplistic experience.

My Role:

- * Web design of components and elements

- * Fulfilling style guides and component UI to keep consistency for brand facilitation

- * Connect with strong Ideation methods that assure the value of service within the design formative

- * Develop in HTML, CSS and Java

- * Work on back end solutions to ensure easy navigation through administration outlets

Web Developer, Content manager

HTML/CSS

Web Admin

Content Management

Tools:

Dreamweaver, Photoshop, Wordpress (local)

Languages:

HTML, CSS, PHP (Lightly)

Education

Massachusetts Institute of Technology

Information Technology, 2006 - 2007

Frederick Institute of Technology

Associate of Science - AS, Human Computer Interaction, 2005 - 2006

SCRUM Certification

SCRUM Agile Certification, Information Technology Project Management, 2015 - 2016