

# RONNIE BARNETT

UX/UI Designer

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Greater Chicago Area



## About Me

UX/UI Designer who brings 10 years of experience in film & media production to my new field. A fast learner with unquenchable curiosity. Skilled at developing design systems, UI kits, and using motion design tools that benefit any product team.

## Education

DePaul University

B.S. Digital Cinema Production

## Tools

Figma • Miro • Maze • Marvel • Adobe Creative Suite • Webflow • Editor X • Squarespace • Wix • Autodesk Maya

## Skills

Design Systems & UI Kit Development • User Research • Usability Testing & Analysis • 2D & 3D Animation & Graphic Design • Videography & Cinematography (Digital & Practical)

## Certification

General Assembly

UX Design Immersive

## Experience

### UX/UI Designer

Sep 2021 – Present

Designing mobile and desktop experiences:

**Altered** - Website design focused on healing practices tailored for BIPOC & LGBTQ+ communities.

- Met with stakeholders to discuss goals and direction.
- Collaborated on user research: competitive analysis • survey development • user interviews.
- UX, UI design, and branding: user flows • sitemaps • sketches • wireframes • mockups • prototype.
- Conducted user testing and analysis, iterating further on design before presenting to client.

**Corona Diaries** - Mobile app design for open-source audio project (website) revolving around COVID-19.

- Collaborated on user research: competitive analysis • contextual inquiries • user interviews.
- UX and UI design: sketches • wireframes • mockups • prototype.
- Conducted user testing and analysis, and iterations to final design.

**Helix** - Website redesign of a local camera shop.

- Conducted user research: competitive analysis • contextual inquiries • open/closed card sorting • user interviews.
- UX and UI design: user flows • sitemaps • sketches • wireframes • prototype.
- Conducted user testing and analysis.

### Digital Artist

Freelance

Oct 2018 - Present

Creating static & motion imagery for broadcast, film production and web content:

- Collaborated on and edited previs sequences for *Candyman* - 2021 (\$77.4 million at Box Office)
- Motion Graphic and Design: Created over 200 motion graphics for national broadcast. Created branding for startup companies from ecommerce to film production.

### Technical Coordinator

Ginger Creek Community Church

Jun 2020 - Dec 2021

Established creative & technical direction and produced over 51 interview style videos and hundreds of graphics, helping grow YouTube channel subscribership from less than 100 to over 300.

### Instructor

Waubensee Community College

Jan 2019 - Dec 2019

Taught processes involving and related to 2D and 3D animation utilizing: Maya • Arnold • After Effects • Illustrator • Photoshop • Premiere Pro

### Visual Effects Supervisor

Digital Hydra

Nov 2016 – Oct 2018

Led artists in creative and technical direction on 9 projects, documenting procedures, and generating client bids.