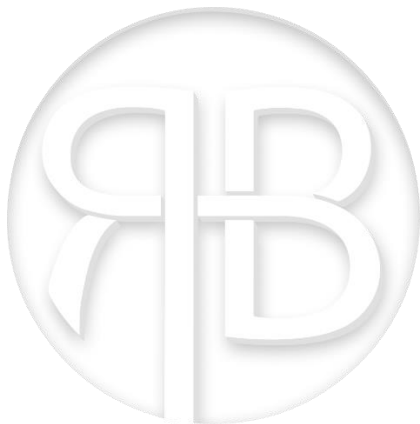


RONNIE BARNETT

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

Jun 2021 – Present

Designing mobile and desktop experiences. **Previous Projects:**

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.

Volunteer • Iterate UX

Jun 2021 - Present

UX/UI Design & Motion Graphics:

- Collaborate with team to continually improve user experience and create content for social media. IterateUX.com

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 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.