Ronnie Barnett
UX/UI Designer

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Portfolio RonnieBarnett.com

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Creatively driven UX/UII Designer with a keen eye and passion for creating specialized experiences. Skilled in developing design systems, motion design, and leveraging new technologies to increase efficiency and enhance the user experience.

Skills

Competitive Analysis, Contextual Inquiries, User Interviews, Usability Testing & Analysis, Motion Design & 3D Animation, Multi-tasking, Proactive, Exploration, Curiosity

Tools

Figma, Miro, Maze, Marvel, Adobe Creative Suite, Webflow, Editor X, Autodesk Maya, Chat GPT, Midjourney

Professional Experience

UX/UI Designer • Freelance   **August 2021 - Present**

Projects:

- Lost Sheep Sounds - Designed and built a responsive web design for an independent musician, allowing users to purchase various licensing options for projects.
- Labyrinth Visual - Designed and built a responsive website for a 3D animation studio, translating to over 190 unique visitors with an average session duration of over 12 minutes, in 3 months.
- Veterans Outreach of Illinois - Designed a responsive web design for a non-profit that serves homeless veterans, enabling event updates and contactless donations.
- Corona Diaries - Designed a mobile app for an open-source audio project centered around the COVID-19 pandemic.
- Other works-in-progress include (2) 'boutique' e-commerce sites: Alienhood (apparel store) and Second Soul (home decor).

Digital Artist • Freelance   **October 2018 - Present**

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

- Collaborated on and edited previs sequences for Candyman (2021), which grossed over $77.4 million at the box office.
- Produced over 200 motion graphics for national broadcast and developed branding for startup companies.

Instructor • Waubonsee Community College   **January 2019 - December 2019**

Taught 2D/3D animation in Autodesk Maya and Adobe Creative Suite to a total of 33 students.

Visual Effects Supervisor • Digital Hydra   **November 2016 - October 2018**

Led (12) artists in creative and technical direction on 9 projects, documented procedures, and generated client bids.

Education

UX Design Certification • General Assembly

B.S. Digital Cinema Production • DePaul University