

Designer

I enjoy the process of creative problem solving with passionate professionals. I have learned from experience to quickly adapt to new platforms and technologies while pursuing the industry gold-standards for usability, performance, longevity, and visual aesthetics. My debut into design was during a high school course called *Intro to Web Design* in the Fall of 2004. As an experienced video editor, I saw design as a new opportunity to create neat stuff. In the following months, at 16, I accepted my first paid job and never looked back.

| Skills | | | Tools | | Code | |
|-------------------|--------------|------------------|---------------|-------------|------------|--------|
| User Flows | Web Designs | Brand Identities | Illustrator | InDesign | HTML | CSS |
| Wireframes | Responsivity | Presentations | Photoshop | WordPress | jQuery | PHP |
| Visual Designs | Applications | Animations | After Effects | Pen & Paper | JavaScript | MySQL |
| Info Architecture | Prototypes | Taxonomy | Premiere Pro | Maxon C4D | JSON & XML | Apache |

Experience



Verizon

Senior User Experience Designer February 2014 - May 2015 www.verizon.com



Intel

Senior Interactive Designer May 2012 - February 2014 www.intel.com



Archetype Interactive Designer

April 2011 - May 2012 www.archetype-inc.com



Encide

Owner April 2008 - Present www.encide.com

Tim Silva

Consultant May 2005 - Present www.timsilva.com I furthered Verizon's TV product family across OnCue, FiOS, and go90 to update the product line and define a consistent experience for our users. My focus was in UX, UI and prototyping while I also took on supporting roles in brand, motion, and feature ideation until my amicable farewell.

I supported an original family of products for Intel's business-to-consumer TV service named OnCue. I focused on the Set-top Box user interface and the family of mobile and tablet applications as a member of the internal apps team. Our products and team were acquired by Verizon.

I created information architectures, user flows, wireframes, visual designs, assets, front-end prototypes and presentations. I worked on interactive web, mobile, desktop, and custom platform applications for internal and client-facing projects. Our agency was acquired by Intel.

Encide is a design community I founded with a small handful of friends from all over of the world with a common passion. We are a professional network of creatives across diverse disciplines, and we have earned a reputation for giving honest, helpful feedback to help foster careers.

With a focus on web oriented projects, I have worked with clients ranging from local businesses and non-profit organizations to agencies and household brand names. My work consists of websites, logos, brands, mobile apps, forms, skins, media players, concept UIs, and prototypes.

Education

UCDAVIS

UC Davis Class of 2011 Bachelor's Degree www.ucdavis.edu I majored in Psychology and minored in Sociology with focuses in mental health, stratification, criminology, and universal social issues. My passions encompass therapeutically managing individuals and structurally preventing social problems by evading the root causes.