ANDREW CAMP

UX | UI DESIGNER

CONTACT

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SKILLS

User research, contextual inquiry, and usability testing

Site architecture, personas, task flows, and scenarios

Wireframes, prototyping, and interface design

Interviews, focus groups, and surveys

Competitive analysis, and project management

Data analysis and visualization

Content strategy and copywriting

TOOLS

Pad, pencil, Sharpie, and coffee

Adobe CS, Sketch, Omnigraffle, Axure RP, Invision, Framer, Flinto, POP, HTML, and CSS

Testing and survey tools

EDUCATION

UX Design Immersive | 2014

General Assembly | New York

MA Urban Planning | 2011

CUNY Hunter College | New York

BFA Art Media Studies | 2002

Syracuse University | Syracuse

With a background in telling stories through data and photography, I'm a life-long problem solver on a mission to create solutions that make a difference.

EXPERIENCE

PRODUCT DESIGNER

JANA | Boston, MA | 2017 - present

Bringing the internet to the next billion while making browsing the web more fun through mCent Browser for Android.

- Design features and functionality to support acquisition and retention efforts
- Develop strategy and supporting artifacts for qualitative and quantitative testing, in market and in the wild
- Work closely with product management, user research, data science, and engineering teams to quickly refine features in a rapidly changing space

SENIOR UX DESIGNER

Virgin Pulse | Framingham, MA | 2015 - 2017

Worked across science advisory panel, product management, sales, and marketing teams to evolve a market-leading Saas, cultivating wellbeing and changing lives.

- Created tools for people that want to build and sustain balanced lifestyles
- Crafted flows, wireframes, prototypes, and designs within an Agile work-stream
- Moderated all testing to inform human-centered solutions that ensured the product remianed the the leader in the wellness space

UX DESIGNER

Fuzz Productions | Brooklyn, NY | 2015 - 2015

Collaborated across creative, strategy, and engineering teams to create captivating Android and iOS experiences.

- Tailored discovery and defined strategies for wide-ranging clients and audiences
- Drafted personas, content maps, and wireframes to illustrate core features, flows, and interactions
- Balanced client goals, consumer needs, and structural limitations to produce exceptional solutions

UX DESIGNER & PROJECT MANAGER

Awl & Sundry | New York, NY | August 2014

Managed a team of three in creating a human-centric site redesign for Awl & Sundry as part of the UXDI at General Assembly

- Facilitated iterative, collaborative, and Agile worflow between client and team
- Oversaw research and usability testing to prioritize client and consumer goals
- Adapted site architecture, content, and visual interface to ensure seamless and engaging experiences across all devices

RELEVANT EXPERIENCE

RESEARCH CONSULTANT

Various Clients | Brooklyn, NY and Lowell, MA 2010 - 2014

Worked together with more than 20 organizations and 700 stakeholders in public and non-profit sectors to advance more livable, sustainable communities