

Ismael Barry

Product Designer

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Education

Columbia University, New York

B.A. Computer Science & Psychology Concentration
2016 - 2019

The Flatiron School, New York

iOS Developer Program
June 2016 - August 2016

Projects

Olympian, iOS App Concept UI/UX Designer & iOS Developer

Human-centered design and design-thinking approaches: amalgamations, low-fidelity sketches, persona developments, customer journey maps, and user experience mapping. High-level, detailed storyboards, user models, user interfaces, mockups, and hi-fidelity GUI prototypes to communicate interaction and design.

September 2017 - Present

Studio, iOS App Successful Submission to App Store

Worked with Project Manager from Vevo for Final Capstone Project. Worked on visual, UX, and interaction design and front- and back-end engineering in Swift.

August 2016

Experience

Yacine Product and Operations

Startup founded with siblings to inspire world artists to create. Closely work with 30 artists and artisans in West Africa making specialized goods. Run pop-up shows at marketplaces, West Elm, and Pottery Barn around the nation.

June 2014 - Present

Leadership, Awards, and Volunteering

Vie Positif Volunteer

Assisted in strengthening the health curriculum by teaching health, wellness, and maladies prevention courses for over 100 orphans. Fundraised \$5000, clothes, and books from local churches. Volunteering received recognition from Burkina Faso President and Embassy. Volunteering inspired Yacine.

2012 - 2014 (Summers)

Design:	Design Tools:	Skills:	Engineering:	Coursework:
Storyboarding	Sketch	Visual Design	Swift	User Interface Design
Persona Design	InVision	User Experience	Java	Visual Interfaces to Computers
Journey Mapping	Principle	Usability Testing	HTML & CSS (familiar)	Strategic Design
Wire-framing	Illustrator	Psychology	Xcode	Thinking & Decision Making
Rapid Prototyping	Pen & Paper	Photography		Photography Intensive
				Venturing to Change the World