

# Eric Carlton

## UX/UI DESIGNER

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### GOAL

UX/UI Designer specializing in creative web and graphic design marketing techniques. Primarily concerned with solving customer problems by way of evidence-based, user-centered design.

### SKILL SUMMARY

#### UX Design

- Human Centered Design
- Personas
- User Research
- Rapid Prototyping
- Visual Design
- Usability Testing
- Wireframing
- User Story

#### Software

- Adobe Photoshop
- Adobe Illustrator
- Adobe Dreamweaver
- Adobe InDesign
- Adobe Premiere
- Adobe After Effects
- Adobe Animate
- Adobe Audition
- Adobe XD
- Axure RP
- Sketch
- Invision
- Jira
- Koala
- Wordpress

#### Languages

- HTML5/CSS3
- SASS
- Javascript
- jQuery
- Bootstrap
- Kendo UI

#### Other Skills

- Illustration
- Responsive Design
- Agile Development Cycle

### EXPERIENCE

#### Rose International (Remote)

5/2020 – Present

#### UX DESIGNER (CONTRACT)

UX Designer for Rose International, an IT Consulting company. Working with the client, Bayer to design an improved experience for their products under their Horizon platform.

##### Interaction Design

- Practice human centered design through all phases of the project. This includes empathizing, defining, ideating, prototyping, testing and iterating.
- Design user-centered visual user Interface low and high fidelity screens to present to business and development stakeholders.
- Facilitate design sprints, group ideation, analysis and planning to inform a deep product roadmap, prioritized against user feedback and emerging technical capabilities.

- Explore, define and prototype future product concepts to rally the team around a compelling long-term vision.
- Gather requirements and created information architect deliverables including user stories, user task analyses, process flows and annotated wireframes.
- Conduct user testing sessions with Sketch and Invision prototypes.
- Work with Dev and QA teams to test bugs in layout and load time.
- Contribute to UI Design system with custom graphics as needed.

#### Major Projects

- Nature App for mobile devices (Ongoing)

**Birlasoft**  
**(Remote)**  
 5/2018 – 5/2020

#### UX DESIGNER

UX Designer for Birlasoft, a multinational IT Consulting company. Working with the client, World Fuel Services to design an improved experience for Fixed-Based-Operators(FBO) using aviation software.

#### Interaction Design

- Design user-centered visual user Interface low and high fidelity screens to present to business and development stakeholders.
- Facilitate design sprints, group ideation, analysis and planning to inform a deep product roadmap, prioritized against user feedback and emerging technical capabilities.
- Explore, define and prototype future product concepts to rally the team around a compelling long-term vision.
- Gather requirements and created information architect deliverables including user stories, user task analyses, process flows and annotated wireframes.
- Conduct user testing sessions with Adobe XD and Axure prototypes.
- Work with Dev and QA teams to test bugs in layout and load time.
- Contribute to UI Design system with custom graphics as needed.

#### Major Projects

- FBO 360

**Veriforce**  
**(The Woodlands, TX)**  
 10/2015 – 1/2018

#### UX DESIGNER

UX Designer for VeriSource, an integrated OQ, Drug and Alcohol, and Safety compliance management software product. Responsible for all phases of the design process.

#### Interaction Design

- Explore, define and prototype future product concepts to rally the team around a compelling long-term vision.

- Championed a mobile-first approach to design.
- Gathered requirements, created process flows, wireframes/page schematics, user stories and HTML prototypes.
- Worked with QA team to test bugs in layout, web optimization and load time.

#### **Front-End Development**

- Used HTML5/CSS to design controls for the redesigned corporate website as well as content updates.
- Created an interactive style guide to provide a visual standardization of template layouts.
- Experience making UI changes on Mendix platform.
- Defined and implemented all style changes for the newly redesigned VeriSource application. Used SASS to make all styling updates.
- Used Kendo UI Javascript library to deliver code ready prototypes to development team to cut down on development time.

#### **Major Projects**

- VeriSource Application Redesign

**ATR, Inc.**  
**(Houston, TX)**  
 1/2015 – 8/2015

#### **UX DESIGNER (CONTRACT)**

UX Designer for SmartProcedures, an all-in-one specialized procedure system. Key member of a small team tasked with redesigning and launching the corporate website, smartprocedures.com.

#### **Interaction Design**

- Conducted internal stakeholder interviews to define problems.
- Conducted competitive analysis to define strengths and weaknesses.
- Created low and high fidelity wireframes.
- Defined global navigation using card sorting.

#### **Front-End Development**

- Used HTML5/CSS AND Bootstrap to redesign the entire corporate website as well as content updates.
- Made direct HTML/CSS changes in .net environment.

**BMC Software**  
**(Houston, TX)**  
 6/2009 – 11/2014

#### **UX DESIGNER**

UX Designer for BMC Software. Tasked with creating pages and screen updates for the corporate website based on user research and data. Key

member of a small team tasked with redesigning and launching the corporate website, bmc.com.

#### **Interaction Design**

- Conducted both internal and external interviews to define pain points of the current website.
- Conducted competitive analysis to define strengths and weaknesses.
- Designed mobile first strategy low and high fidelity wireframes.
- Defined Global navigation using both open and closed card sorting.
- Created Clickable rapid prototypes.
- Conducted A/B Testing to define the best way to present users with Free Trials of the software.

#### **Major Projects**

- BMC.com corporate website redesign

#### **EDUCATION**

**Keiser University**  
8/1998 – 4/2000

**Florida A&M  
University**  
8/1989 – 5/1995

#### **ASSOCIATES OF SCIENCE**

Computer Graphics and Design - GPA – 3.4/4.0

#### **BACHELOR OF ART**

History, minor in Visual Arts - GPA – 3.13/4.0

#### **WORK SAMPLES**

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