MIKE GONZALEZ

UX DESIGNER

UX Designer with a background in Visual Effects and Gaming industries. I'm also a Wordpress & Front-End Developer with over 10+ years experience in Visual Design. I'm an advocate for the user - applying research, user-centered design & rapid prototyping for the most efficient design iterations.

CONTACT

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EXPERIENCE

2018-2020   FREELANCE
UX/UI DESIGNER

2012-2018   IMAX CORPORATION
DIGITAL DESIGNER / ARTIST

- Digital Film Compositor for the DMR department.
- Internationally trained a team of Digital Artists (Floor Lead)
- Wore the additional hats of
  - Database Manager
  - Trailers Coordinator
- Daily conferences and theater screenings with directors, colorists, and other creative teams involved.

2004-2008   ACTIVISION
QUALITY ASSURANCE

- User Tester (Database Manager)
- Worked closely with developers to ensure the most efficient build went to market.
- Project Lead of a small creative team with responsibilities of localization of menu's for Spanish, Russian, Japanese.

SKILLS

Visual Design	Wireframing
Web Development	Rapid Prototyping
HTML / CSS	Usability Testing
JavaScript	Interaction Design
WordPress	Illustration
Storyboarding	User Research

SOFTWARE

Sketch	Adobe XD
inVision	Photoshop
Figma	Illustrator
Marvel	Abstract
Zeplin	After Effects
Avocode	Indesign

EDUCATION

2018   UX DESIGN
DESIGNLAB

I pursued a career shift to UX Design and found a design family along the way. I invested time to crystalized my skill-set after completing UX Academy.

2017   UX BOOTCAMP
GENERAL ASSEMBLY

Attended the design bootcamp for aspiring UX Designers to really get familiar with the history, future, and current trends of User Interface Design and an insight into UX Design Research.

2009-2012   BACHELOR OF SCIENCE, VISUAL EFFECTS & MOTION DESIGN
THE ART INSTITUTE OF CALIFORNIA (AICALA)

Studied Visual Effects & Motion Graphics alongside Animation and 3D Modeling for creating high-resolution photorealistic CG integrations in both movies and games.