



Wyatt Gallagher

Human interface designer & front-end developer

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I seek opportunities to design meaningful digital tools to help people from all walks of life.

EXPERIENCE

MAY 2018 to AUGUST 2018 • NEW YORK, NY

Product Designer at **Philosophie Group, Inc.**

Collaborated with major U.S.-based insurance company to create future-looking interactive prototypes for new insurance products and related services in a lean and agile design and development process, on a contract basis
Recognized for excellent execution in and flexibility between research, UX/visual design, and front-end development

SINCE SEPTEMBER 2015

Freelance design and development

In 2015 and 2016, created website, album artwork, and digital assets for Pittsburgh-based alt-jazz group Eastend Mile; album "I Had a Wonderful Time" released in September 2016

In August 2017, assisted POC-focused stock photo shop Tonl with front-end development at launch

Other projects may be discussed upon request

JANUARY 2016 to JULY 2016 • PITTSBURGH, PA

UI/UX Designer at **YinzCam, Inc.**

Created, independently and in collaboration with fellow designers, high-fidelity proposals for mobile applications and features requested by major league teams and venues in United States, Canada, Australia, and Europe; delivered these proposals to CEO and clients

Designed and delivered Uber partnership activation feature for United Center in Chicago, within client deadline of two weeks and overcoming significant technical restrictions

JANUARY 2014 to APRIL 2015 • AUSTIN, TX

Associate Designer, IBM Design at **IBM Corp.**

Designed, with design teammates, and implemented key design intentions for IBM Navigator Mobile iOS app, released in Spring 2015; praised for flexibility and creative problem-solving in integrating modern design and mobile development with legacy platform; quickly learned engineering and version control workflow alongside team of 20+ experienced engineers in agile/scrum environment

As part of three-person design team in Austin studio, produced design concepts and prototypes for internal strategy presentations and client proposals for Enterprise Content Management portfolio; commended for delivering quality work under urgent deadlines and shifting constraints

Collaborated within team of a dozen designers for various holistic design and prototyping projects during three-month introductory IBM Designcamp, including prototypes for Watson data processing UI and IBM Design public website

SEPTEMBER 2013 to DECEMBER 2015

Co-founder and CEO at **Boldened, Ltd.** (formerly Feels Ltd.)

Led concept, research, design, and development, and business direction of emotion-based decision organizer and assistant for iPhone

In the United States iOS App Store, promoted as "Featured App" in Productivity in December and January 2013; promoted with top-of-page banner in Productivity in January 2014

Featured by TechCrunch in December 2013; positively reviewed by Sarah Perez, who called Feels "pro/con list for the emoticon generation"

EDUCATION

SEPTEMBER 2009 to NOVEMBER 2013 • SAVANNAH, GA

Savannah College of Art and Design

BFA Interactive Design

Recognized on Dean's List in Winter 2010, Spring & Fall 2012, Winter 2013

Completed majority of courses for interaction design minor, along with courses in design research, industrial design, and sound design

SKILLS

User interface design • User experience design • Interaction design • Visual design • Design for Web and mobile applications • Wireframing • Prototyping • Motion design • Sound design • Design research • Contextual inquiry • Front-end development • Native iOS development • Public speaking

LANGUAGES

Swift • Objective-C • HTML + CSS + JavaScript • PHP

TOOLS

Sketch • Adobe Photoshop + Illustrator + InDesign + After Effects • InVision + InVision Studio • Framer • Principle • Xcode • Processing • Coda • Git • Subversion • React • Node.js • Bootstrap