

# Corey Hunt

917-239-4020  
[corey.hunt@gmail.com](mailto:corey.hunt@gmail.com)  
[coreyhunt.com](http://coreyhunt.com)

## CAREER SUMMARY

### UX Designer • UI Designer • Product Designer

- **A diversely skilled UX designer with 4+** years of experience telling stories, informing, and aiding users by designing and developing, inclusive and engaging interactive products, with contemporary design practices.
- **Successfully supported the design process** through user research, wireframing, designing, prototyping, while testing throughout the cycle.
- **A UI designer with experience implementing** interface designs in HTML, CSS, and JS alongside experienced software engineers.
- **Passionate about expanding and evolving the understanding** of user interaction and user experience design through research, experimentation, instruction, and conversation with other designers.

## AREAS OF EXPERTISE

- Web development
- Mobile development
- UX Design & UI Design
- Wireframing
- HTML / CSS / JavaScript
- JS Frameworks (Angular / React)
- Prototyping
- Sketch
- Adobe Creative CC Suite
- Project management
- Briefing
- Analysis

## EMPLOYMENT

### US FEDERAL GOVERNMENT, WASHINGTON, D.C.

2016 - PRESENT

*Agency of the US government, tasked with gathering, processing, and analyzing national security information from around the world.*

#### Interaction Designer / Front-end Developer / Intelligence Officer

Brought on because of experience practicing a broad skill set covering interaction design, front-end web development, and motion graphic design within the public sector.

Designs, wireframes, prototypes, and develops within a team of web developers, designers, and analysts to build finished intelligence products in the form of web apps, interactive stories, and data visualizations for decision makers within the United States government.

- **Mentors more junior teammates** on web development and UX/UI design principles, ensuring all members are capable of outputting interactive products that meet the demanding standards of the intelligence community
- **Serves on committees** covering web design, CSS/HTML standards, and accessibility, driving departmental tradecraft forward, and avoiding complacency
- **Received awards and citations** for interactive products that aided analysts in the telling of complex intelligence narratives

### BLAHBLAHFIRE LLC, SAN FRANCISCO, CA

2015 - 2016

*Boutique mobile app business creating niche products for iOS.*

#### Product Designer / Front-end Developer / Founder

Created an LLC to grow experience in mobile app design and to gain further understanding of the mobile app product market. Employed Apple Human Design Guidelines to design user interfaces for iOS apps while learning Swift through self-instruction, to aid the co-founder/engineer with product development.

- **Moved two apps** through the concept, design, development, and Apple app store submission phases
- **Increased app sales** through the research and implementation of marketing strategies specific to the mobile app business

#### **PANDADOC, SAN FRANCISCO, CA**

**2015**

*All-in-one software that creates, sends, tracks, and eSigns client-facing documents.*

##### **Marketing Designer / Web Developer**

Recruited to a growth-stage startup as the sole marketing designer to set a foundation for the visual language in all marketing channels including digital, print, and advertising.

- **Performed all web design and web development** for the company's chief marketing site in HTML, CSS, and JavaScript, while working with remote developers to conduct code review
- **Designed the layout, typeset, and illustrated an e-book** covering the active development of sales teams, further establishing the company as a potent partner in sales empowerment

#### **DESIGN CORPS, PRATT INSTITUTE, BROOKLYN, NY**

**2013**

*Provides non-profit organizations with design services, while exposing students to professional experience.*

##### **Volunteer Graphic Designer / Student**

As a member of a student graphic design studio, interviewed clients, gathered requirements, performed studio and client design critique, and produced final deliverables.

- **Charity: water** (*non-profit bringing safe drinking water to developing countries*) - worked with in-house marketing team to design and produce print and digital marketing materials promoting "MY charity: water"
- **Take the Lead** (*women's empowerment non-profit*) - As part of a design team, created the visual identity and collateral for the organization's global launch

#### **COMMON SPACE STUDIO, NEW YORK CITY, NY**

**2012**

*Award-winning, multi-disciplinary design and creative studio.*

##### **Motion Graphic Design Intern**

Offered an internship to perform video related production tasks for significant clients including Tom Ford.

- **Assisted the principal with the design and production** of a Werner Herzog's video installation titled "Hearsay of the Soul," for the Whitney Museum's 2012 Biennial

## **EDUCATION**

#### **BACHELOR OF FINE ARTS, COMMUNICATION DESIGN - GRAPHIC DESIGN**

**2014**

##### **Pratt Institute, Brooklyn, NY**

Senior work focused on creating design systems, web design, interaction design, and user experience design