

# Corey Hunt

UX, UI, Interaction, & Product Designer

San Francisco, CA | [coreyhunt.com](http://coreyhunt.com) | [corey@coreyhunt.com](mailto:corey@coreyhunt.com) | 917-239-4020 | [linkedin.com/in/CoreyHunt](https://linkedin.com/in/CoreyHunt)

## CAREER SUMMARY

Highly qualified UX, UI, and product designer well-versed in contemporary design practices, user research, wireframing, prototyping, and testing throughout the product design development process.

Regularly collaborates with engineers to rollout top-tier interface designs within interdisciplinary teams. Offers a unique fusion of UX/UI design expertise with front-end development acumen in HTML, CSS, and JS. Experienced in diversified industries including education, the federal government, mobile app design, and marketing.

## AREAS OF EXPERTISE

UX & UI DESIGN | WEB DESIGN | MOBILE APP DESIGN | WIREFRAMING | LOW & HIGH FIDELITY PROTOTYPING | HTML | CSS | JAVASCRIPT | JS FRAMEWORKS (REACT/ANGULAR) | REQUIREMENTS GATHERING | PROJECT MANAGEMENT | FRONT-END DEVELOPMENT | MOTION GRAPHIC DESIGN | ADOBE CREATIVE CLOUD | FIGMA | SKETCH | DATA VISUALIZATIONS | MOBILE APP DEVELOPMENT | COLLABORATIVE TEAM LEADERSHIP

## EMPLOYMENT

### Product Designer

DESMOS INC, SAN FRANCISCO, CA

JAN 2020 - PRESENT

*Desmos Inc. is a collaborative environment for math education, offering graphical calculator software for students across multiple platforms, including browsers, iOS, and Android.*

Sought after for superior record of accomplishments in creating innovative tangible and interactive products for varied audiences. Provides critical support to math educators and differentiated curriculum creation for mathematical proficiency and comprehension for students of diverse ages, math comprehension, and abilities. Architect state-of-the-art tools through an end-to-end design process.

- **Take charge of a top-performing team** manifesting a wholly new teacher feedback feature that heightened remote/virtual instruction effectiveness throughout the COVID-19 pandemic.
- **Assess product and identify opportunities** for design upgrades, modernization, quality improvements, and transformation.

### Interaction Designer

UNITED STATES FEDERAL GOVERNMENT, WASHINGTON, D.C.

NOV 2016 - JUL 2019

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

Outpaced competition and was selected for talents in interaction design, front-end development, and motion graphic design catering to the public sector.

- **Shipped over a dozen products for web and iOS** to demanding customers without compromising the quality of design, usability, or build

- **Demonstrated cross-functional teamwork** with software engineers, designers, and analysts to generate world-class intelligence products such as web apps, interactive stories, and data visualization with deft use of design principles, wireframes, and prototypes.
- **Advanced methodologies and reach** by proactively serving on various committees addressing web design, CSS/HTML, and accessibility.
- **Mentored, trained, and developed junior designers.** Increased team capabilities in UX/UI methodologies and web development to meet the intelligence community's high-pressure requirements.
- **Influenced product strategy and drove industry alignment** while also increasing development velocity and maintaining a superior bar for quality.

### Product Designer / Founder

BLAHBLAHFIRE LLC, SAN FRANCISCO, CA

JAN 2015 - DEC 2016

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

Demonstrated entrepreneurial vision by founding an LLC focused on mobile app design to gain further knowledge of the mobile app market. Infused Apple human design guidelines while designing user interfaces for iOS apps. Independently acquired skills in Swift to aid with product development.

- **Drove two apps** through the entire conceptualization, design, development, and Apple store launch phases with efficiency and optimal levels of productivity.
- **Accelerated app sales and grew revenue** by employing effective digital and social media marketing tactics.

### Marketing Designer / Web Developer

PANDADOC, SAN FRANCISCO, CA

SEPT 2015 - DEC 2015

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

Hand-selected as the sole designer to produce marketing projects for a pioneering start-up. Established a foundation for the visual language across all marketing platforms and channels for brand awareness and to catalyze market demand.

- **Introduced the enterprise as a thought leader** in sales enablement by proving vital to the publication of a sales-oriented e-book by designing the e-book's layout, typesetting, and illustrations.
- **Executed web design and development** in HTML, CSS, and JavaScript in coordination with remote developers performing code review.

## PREVIOUS EXPERIENCE

### Volunteer Graphic Designer

DESIGN CORPS, PRATT INSTITUTE, BROOKLYN, NY

JAN 2013 - DEC 2013

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

### Motion Graphic Design Intern

COMMON SPACE STUDIO, NEW YORK CITY, NY

JAN 2012 - DEC 2012

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

## EDUCATION

Bachelors of Fine Arts (BFA). Communication Design - Graphic Design

PRATT INSTITUTE, BROOKLYN, NY

2014