

Ed Cross

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I'm a cross-disciplinary designer that spans web, gaming, and augmented reality. I have experience with user experience design, product design, HTML, CSS, GIT, management, and team building.

EXPERIENCE

Design Interactive, — *Sr.UX Designer/ Lead*

2016 - Present

Maintaining Di's design system that I created by collaborating with a team of talented UX designers. Manage and mentor a team of creatives ranging from video production, UX and graphic designers, and 3d artists. I also perform usability tests, Heuristic evaluations, design wireframes, mockups, user flows, and write CSS and sometimes Angular Js.

Westgate Resorts, — *Web Designer*

2015 - 2016

Maintain Westgate's internal and external websites and designing new ones. Worked with development team and writing CSS / SCSS.

EA Sports, — *Associate Interface Designer*

2014 - 2015

Helped develop a new look and feel for the user interface of EA Sports' flagship title, Madden. Designed screens for all modes of the game, including a new mode "Draft Champions".

Golf Channel, — *Interactive Design & On-air Graphics*

2013 - 2014

Assisted with implementation of a new Golf Channel logo and branding. Which included banner ads, on-air graphics, and templates.

Monster Media, — *UI/UX Designer*

2011 - 2013

Designed large interactive advertising experiences for many different brands and agencies including Universal Studios, Disney, Dell, Pixar, McDonalds, Chase, AT&T, Microsoft, etc. Ideation, wireframes, mockups, helping a team of developers implement assets.

SKILLS

UX & Product Design, Management, Team Building, Mentorship, Agile, Persona Building, User Flows, Wireframes, Prototypes, Heuristic Evaluations, User Testing, Animation, Video Editing, Video Production

TECH

Adobe CC, Figma, Xd, Sketch, HTML5, CSS/SCSS, GIT

CERT

Valencia College:
Interactive Design Support
Interactive Design Production

