Mark Guill
UX Designer

408-479-9984
mguill@gmail.com
www.mguill.com

EXPERIENCE

Freelance
UX Designer/Developer (10/2015-Present)
- Consult with a variety of clients to gather project needs and specifications.
- Envision, research, create wireframes and prototypes for point of sale mobile application (http://mguill.com/project/jabberwockey/).
- Establish brand, created wireframes and prototypes for web application targeting amateur athletes (http://mguill.com/projects/wsl/).

FriendFinder Network
UX Designer/Manager (03/2008-12/2014)
- Work with a team to create a variety of digital and print material for internal and external clients.
- Create web content (B2B and B2C web applications) for mobile, tablet and desktop environments utilizing responsive web design.
- Collaborate with design and development teams to redesign the cover page for (http://mguill.com/aff_cover.php), a social media web site, which successfully won multiple AB tests. Specifically worked on wireframes, interactive prototypes, user research, data analysis, competitive analysis and front end development.
- Conceptualize, design and develop affiliate portal for large social media site that encompasses 16 different site brands (http://affiliates.friendfinder.com/p/partners/main.cgi).
- Research marketing trends, conducted usability testing and analyzed internal data to see where we could improve in our click through rate on existing sites as well as internal B2B portals.

Myers Internet
Web Technician/Web Designer (07/2004 - 10/2007)
- Design and develop websites for mortgage brokers and real estate agents.
- Communicate directly with clients to find out their user needs to create a better user experience for their clients.
- Help triage and reported bugs to engineering and enhancement requests for product management/marketing.

Ellie Mae
Associate Product Manager (06/2002 - 07/2004)
- Create detail production specification for a new enhancement to flagship consumer facing website.
- Created interactive prototypes, new updates, or features to web site and B2B portal.
- Manage project to ensure the integrity of the modifications and that release dates are met.

TRAINING/EDUCATION
Bloc.io
UX/UI Design Course
(12/2014 - 06/2015)

SKILLS
Agile/Scrum Development
Competitive Analysis
Content Analysis
Creative Briefs
Design Strategy
Email Marketing
Interactive Prototyping
Mobile User Experience
Responsive Web Design
SEO
User Personas
User Research
Usability Testing
User Flows
Wireframe

SOFTWARE
Mac OS
Windows 10
Adobe Creative Suite
Sketch
InVision
UXPin
Google Analytics
Microsoft Office
Visio
Omnigraffle
Axure
Jira
Asana

WEB PROGRAMMING
HTML5
CSS3
JavaScript
JQuery
CMS (WordPress & Joomla)
PHP & MySQL