



Brad Beam

Portfolio: www.bradbeam.com

Professional Skills

- UX/UI Designer (*Web/ Mobile, and software platforms*)
- UX Researcher
- Graphic Designer
- Motion Graphics Artist
- VFX Artist
- Illustrator (*Hand & Digital*)
- Video Editor
- Production Specialist
- 2-D/3-D Artist:
 - 3-D Modeling/Sculpting
 - Lighting/Texturing
 - Polypainting
 - Animation
 - Rigging
 - Rendering
 - Storyboards
 - Character Development
 - Prop sets and environments

Computer Skills (Mac & PC)

- Sketch
- Flinto
- Adobe XD
- Adobe Photoshop
- Adobe Illustrator
- Invision App
- OmniGraffle/Axure
- Jira
- Adobe After Effects
- Autodesk Maya
- Pixologic ZBrush
- Unity 3-D
- Adobe Premier
- Apple Final Cut Pro X
- Adobe Flash
- Adobe Indesign
- Adobe Edge Animate
- Adobe Fireworks
- Autodesk Auto Cad
- Microsoft Word, Power point

Summary

Experienced UI/UX web/mobile designer, graphic designer, 2-D/3-D animator, motion graphics/video editor, and illustrator with more than 15 years of professional, industry experience. Entrepreneurial-mindset with the desire and skills for innovating new technology. I enjoy problem solving and simplifying complex interactions; turning them into intuitive user-experiences, the ultimate goal being to create value and remove friction for the end-user through immaculate design. I take pride in never missing assigned deadlines and being able to consistently deliver impressive outcomes, not just 'outputs.' I possess proven leadership experience and abilities; my style being to facilitate and apply all resources available to me to set my team up for ultimate, optimum, and ongoing success.

Experience

American Express

Aug 2016 - Current

Senior UI/UX Designer (full time)

I lead the design vision for multiple mobile/web apps, using agile practices in iterative product design planning, with close coordination with product management and development/testing team help define product road map. I conduct user-research and document user journeys, empathy maps, and experience maps to find gaps in research to identify and provide solutions to end-user pain points while maximizing all opportunities to ensure high-quality results for the company. During design sprints, I deliver high-fidelity mobile/web interface designs in wireframe and prototype form to conduct usability tests in efforts to locate and rectify breaks in the UX.

Delivered designs in promoting a more collaborative environment in the process of designing solutions to solve user needs and business challenges. showing a clear understanding of tech analyses, and creating functional spec guides for optimum quality assurance testing so that our developers can deliver with confidence!

Shaping Executive Management's thinking on the most important strategic opportunities, I created and presented new ideas/designed concepts to pitch in global VP town hall presentation to kick off movement and initiative for obtaining buy-in from stakeholders.

Avnet

Nov 2015 - Aug 2016

UI/UX Lead Designer (Consulting)

Redesigning the UI/UX of Avnet's entire global ecommerce website concepts to be responsive for mobile devices. Designed landing pages, to user dashboards, shopping carts and check out flow, as well as menus and search options. Designed 3D interactive design to engage the user.

Built wire-frames and prototypes to check user experience by creating style/functional guides. Gathered research of best business practice but design to solution, also set and create branding guidelines. Oversee all designs from UI/UX design team to make sure they follow the style guide and branding guidelines. Firm understanding of Javascript, HTML, CSS while working closely with developers to ensure design integrity.

TricomB2B (B2B marketing agency)

Jan 6, 2014 – August 3, 2015

3-D Artist and Animation Specialist (UI/UX design)

I delivered client solutions through the creation of engaging visual effects (VFX) and realistic renderings of client products / services and the development of conceptual landscapes / facilities, and other objects for use in motion graphics presentations and interactive tools. Used skills in cross department projects using illustration, graphic design and UI/UX web design. *Please see next page*

Created 3-D renderings and animations for Flowserver product launches. Also developed digital illustrations and graphic design elements for Flowserve for publication in print media, such as *Nuclear News* and *Nuclear Plant Journal*.

Created promotional materials for web/mobile applications, including interactive 3-D turnaround, promo videos, and graphics, used in ads for Cummins product launch. Developed stylized 3-D rendering of a steel mill production line and UI/UX interactive design in modules for mobile tablets used in Emerson trade show booth.

InterPro

June 2015 - Nov 2015

UI/UX Designer (Consulting)

Designed the InterPro simulator user UI to create clear and easy-to-use features to connect customers with the brand and improve the overall user experience. Designed the product branding and esthetic look of the UI and developed animated transitions between screens while maintaining a cohesive style guide and ensuring the application of a consistent design across the entire software platform.

Claxtrack Solutions (Software Development Firm)

July 2014 - Apr 2015

UI/UX Designer (Consulting)

Created the overall look and design of *Field Tracker* (CMMS) desktop interfaces and designed the visual composition and temporal behavior of the GUI. Created the product branding (logo design and color scheme/style guides) of *Field Tracker*. Created the original concept and designed the UI/UX/product branding of class master, an online web application that allows school administrators and teachers to create and manage classes/schedules, view faculty and student user information, track assignment and test grades, administer homework and notes to students, and generate standard and custom reports.

Performance Associates International (PAI)

Aug 2010 – Jan 2014

Graphic Designer, UI/UX Designer, 3D Animator

Created a 3-D animation department within the company's graphics department that built 3-D renderings for training manuals and developed full-length, voice-over animations (from script to final output) with (VFX) of heavy mining equipment for clients such as Metso, ArcelorMittal, Barrick Gold, Tasiast, and many others. The department grossed over 1 million the first year!

Participated in the software development of Performance Tracker, the company's proprietary project management system. Designed and created the overall UI/UX, including the product branding.

Journal Broadcasting Group (KGUN 9 TV News)

2009 – 2012

Graphic Designer/Production Specialist/Animator

Operated HD cameras and followed the director and shot list to capture live broadcasting shots for the 5 p.m., 6 p.m., 9 p.m., and 10 p.m. news programs and *The Morning Blend* show. Also created graphics for over-the-shoulder shots, CGs, full-screen graphics, and animated opens with visual effects (VFX) for the 5 p.m., 6 p.m., 9 p.m., and 10 p.m. news programs and *The Morning Blend* show.

Integrity Transportation

2008 – 2015

Graphic Designer, UI/UX Designer (Consulting)

Created a new brand identity through designing print and digital marketing tools, including a logo, brochures, business cards, and UI/UX design that's responsive for the company's website to work on mobile devices. Utilized design fundamentals to deliver a consistent branding design across all marketing tools.

Education

Bachelor of Arts in Animation,
The Art Center Design College,
Tucson, AZ

Portfolio

www.bradbeam.com

[Portfolio PDF](#)

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Social Media

