

Sean Collins

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Objective

My goal is to create the best interfaces and experiences possible by making websites, applications and technology easier to use through best practices and my background in design, motion graphics and web development. I aim high to make great products that make users happy.

Education

Bachelor of Fine Arts in Graphic Design (Cum Laude) / 2002-2006

University of North Florida / Jacksonville, Florida

Experience

Gifr Apps / Founder, Designer and Developer / June 2014 - Present

Gifr is an app I created that allows users to browse through millions of gifs by keyword or category, then easily copy and paste them into a message or share directly from the app. I was solely responsible for designing the iPhone app, Android and custom iOS 8 keyboard, as well as branding, iconography, and development.

SportsYapper / UX, UI and Interaction Designer / August 2013 - September 2014

While working at SportsYapper, I had a hand in creating numerous front-end designs (iPhone, iPad, Web), iconography, and marketing pieces for SportsYapper and it's affiliated products. I was responsible for the complete redesign of it's web product as well as iPad and aspects of iPhone and Android.

ICS / UX Designer / January 2013 - July 2013

At ICS I was the lead designer for products on the Research and Development team. I took ownership in all aspects of design as well as some marketing materials. I created illustrations, iconography and groundbreaking user experiences for their products.

Station Four / UX Designer / May 2010 - Present (Freelance)

Designed and developed websites and web applications for numerous clients; Responsible for sitemapping, wireframing, design and front-end development of client websites and applications; Met with clients to initiate and facilitate job progress

Qualification

Experienced in designing apps for mobile devices, tablets, and the web; Detail-oriented; Self-motivated, efficient and goal-oriented; Dedicated, trustworthy and dependable; Committed to the advancement of my field

Skills

Design Process

Process includes developing user personas, wireframing, content diagrams, prototyping, visual design and front-end development

Web Design / Development

Proficient in HTML5, CSS3, CSS preprocessors like Less and SASS as well as a solid understanding of Responsive Web Design and SEO best practices; Skilled in using Version Control tools like Visual Studio Team Foundation Server, Github and Bitbucket; Intermediate knowledge of Xcode Interface Builder, Objective-C, SWIFT, Javascript, jQuery, Actionsript and ASP.NET MVC

Design Applications

Proficient in Adobe Photoshop, Sketch, Illustrator, Flash/Actionsript, Fireworks and Adobe After Effects; Skilled in using wireframing tools like Axure, Balsamiq and OmniGraffle

Content Management Systems

Proficient in WordPress, ExpressionEngine, DotNetNuke and CushyCMS; Intermediate knowledge of Umbraco 5

Affiliations

Gifr Founder, Current

Jax Young Voters Coalition Board Member and Web Build Committee Art Director, Current

AIGA Jacksonville Member, Current

AIGA Jacksonville Discover Design Mentor, Current

Jacksonville Beardsmith Society Founder and Member, Current

Movember Jacksonville Founder and Member, Current