ALLIE SURDOVEL

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732.614.9552

SKILLS:

DESIGN

User experience design and research, wireframing whitebording, product feature definition, UI design for responsive web based platforms and app based platforms, team collaboration, art direction, social content design, infographic design / data visualization, presentations, branding + logo design, packaging design and production, surface design, hand sketching, technical illustration for products / patents, prepress editing, book and eBook layout, photography + retouching / rebuilding, basic video + sound editing, animation, stop motion, gifs, typography design, knowledge of color theory.

+ Experience with laser cutting and engraving, CNC routers, vinyl cutting, letterpress printing and pre-press, silk screening etc.

TECH

Abobe CC Wizard: fluent in Illustrator, Photoshop InDesign, After Effects. UX UI: Sketch for screen creation and prototyping, Balsamiq, Abstract collaboration tool, Marvel, Zeplin, Invision + Freehand, Axure, Azure DevOps, basic HTML and CSS design, basic Jquery + java functionality understanding, working with + updating CMS: Wordpress, Squarespace, drupal, etc. + large format printing & profiling, iBooks Author, Keynote, Powerpoint.

EXPERIENCE:

ALLIE SURDOVEL DESIGNS - Design Expert - Various, 2009- Working as a freelancer, with a variety of clients such as JS Smuckers: Meow Mix, Milk Bone, Morris 9Lives, Natural Balance, Pup-peroni and Nature's Recipe, Reuters' MarkMonitor, Ford, Chase Bank, Dell, Weebley, Pulse, Discover, Paypal's Braintree, Moen, ACT, Granny Squibb's Iced Tea, SUNY Poly, CMaccess, Naadam, Brightpeak Financial, Slatwall eCommerce, Jennifer Bett Communications, uConnect, and many more. Creating a large spectrum creative solutions and visual content, such as infographics / data visualizations, presentations, branding, social media and marketing content, web and UX/UI design, editorial illustration, animation, stop motion, gifs, video editing, product photography, packaging, instructional illustrations, technical illustrations, trade show booth design, book design etc.

OCTOPD FOR HEXAGON - Senior UX/UI Designer - Pawtucket, RI, Jan. 19 - Current - Working on an agile team on platform based software solutions for manufacturing client Hexagon, specifically relating to the 'Smart Factory' platform. Collaborating with dev, PMs, AEs, product teams and outside designers across the globe to meet deadlines and milestones. First working on completing and perfecting aspects of the Asset Management solution and heading the scanner technology integration effort, leading the Additive Manufacturing PLM solution through definition to full spec UI for beta, and leading the next automotive assembly process PLM design and strategy efforts to create platform and brand cohesive user friendly softwares. Starting projects at various points of production working on product definitions and devops creation, wireframing and white boarding, presentations, scrums / sprint reviews, and full spec responsive UI screens with dev handoffs with corresponding working Sketch libraries and style guides. Also working on creating coinciding tradeshow booth graphics, VR/AR content, illustrations, graphics / motion graphics and SVG web animations.

TELLART - Lead UX/UI Designer Consultant - Providence, RI, Aug. 16 - Jan. 17 - Working as the lead UX and UI designer on the ACT website redesign. Working with team to lead weekly status + presentation meeting and sprint reviews and completing the project from the information architecture UX strategy level, all the way through user testing, for a complete brand redesign / refinishing with full spec designs for desktop and mobile.

PEOPLEFLUENT - Data Visualization Specialist - Waltham, MA, Apr. '15 -18' Bringing data and written text to life by creating beautifully designed and illustrated infographics and presentations that easily and quickly communicate information. Also modernizing and redesigning corporate presentations, ebooks, documents and blog content as specified and as well as creating animation graphics.

SHELLSHOCK DESIGNS - Designer - Providence, RI, Nov. '14 - Sep. '16- Creating content for boutique agency, working with a spectrum of projects / clients, primarily infographics and presentations for Mark Monitor of Thomson Reuters, as well as UI / UX re / design branding, small animations, data visualizations, presentation decks, packaging, social media, print and web collateral etc. for others.

BROWN UNIVERSITY - Digital Content Developer UX/UI - Prov RI, July 2011 - Oct. 2012. Designing interface for interactive eBooks, created initial templates and final product for The Choices Program's selection of history books focusing on IPads for use in high schools, + various graphic design and map illustration.

BROWN UNIVERSITY FOR MICROSOFT RESEARCH - UX/UI designer intern - Prov, RI. April- Oct. 2011. Designing visuals + interface interaction for Large Artworks Display Surface (LADS) and Worktop software to display the Garibali Panorama scroll in an education context for the MS Surface 2.

NBC UNIVERSAL, CNBC- Television Graphic Intern and Freelancer - Englewood Cliffs, NJ, Dec. 2008 - Aug. 2009. Retouching and rebuilding photos, working on a reel, creating graphs, charts and backgrounds for TV.

EDUCATION:

RHODE ISLAND SCHOOL OF DESIGN- Bachelor of Fine Arts, 2011, Providence RI. Major - Illustration + Minor - Art History + European Honors Program. + Various CE courses, 2012-14.

BROWN UNIVERSITY- Providence RI, Various course credits earned 2008-2011.