

Chris Garcia | UI / Visual Designer

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PERSONAL SUMMARY

I am currently a UI / Visual Designer for a healthcare tech company. I design mobile and web apps based on user feedback and research. I have a Bachelor's degree in Media Arts and Animation.

TECHNICAL PROFICIENCY

- OS:** Mac OS, Windows XP - Windows 10
- Design:** Sketch, Adobe Photoshop, Illustrator, After Effects, Prototyping
- Development:** HTML, CSS, WordPress
- Traditional Art:** Drawing, Sculpting, and Animation

WORK EXPERIENCE

iHealth Labs, Inc., Sunnyvale, CA | February 2015 - Present UI / Visual Designer

- Designed iHealth Unified Care patient mobile app and the web portal for care team including user experience, UI elements, icons used within the app, and app logo icon. Continually working on making adjustments based on feedback from patients and the care team's evolving work flow in addition to designing new features.
- Designed the new iHealth website and implemented version 2 of specific product pages in WordPress.
- Experience in UX research and design workflow such as, conducting user studies, wireframing, and prototyping
- Redesigned iGluco App for Android to be more in line with the Material Design theme. The visual overhaul included redesigning layout and UI components, designing new menu icons, redesigning old icons, and creating full-width header illustrations. Created a click-through prototype for user testing.
- Redesigned iGluco App for iOS mobile. The redesign adopted the color themes established in the Android version while keeping the look and feel of the app within iOS UI standards. Redesigned icons that appear within the app to be more uniform in style.
- Created on-boarding illustrations for iGluco PRO for the enterprise team. Also created various graphics and icons that appear throughout the app. Designed app icon for iGluco PRO.
- Designed the UI and overall visuals for iGluco for the Apple Watch.
- Designs various collateral for trade shows and any creative requests from marketing and e-commerce.

Phusion, Enschede, Netherlands | September 2013 - December 2014 UI Designer / Illustrator

- Designed UI elements for the Union Station app such as a variety of iconography used through the app, and digital paintings that kept with Union Station's themes.
- Created flat versions of the Union Station and Passenger app icons.
- Designed marketing collateral such as stickers and shirts. Created Illustrations that were used in keynote presentations. Created motion graphic elements for a case study video.

Sony Computer Entertainment America, Redwood Shores, CA | November 2010 - May 2012

QA Tester

- Ensured that Playstation software ran as designed on new revisions of Playstation firmware.
- Tested emulated PlayStation titles for Android devices such as the Xperia Play mobile phone and the Sony Tablets.
- Identified bugs and wrote up bug reports and regression tested known bugs as new builds are received.

MOD Worldwide, Philadelphia, PA | July 2009 - November 2009

Freelance 3D Artist/ Motion Graphic Artist

- Created hard surface models and textured for architectural 3D renders as part of a small team of artists.
- Designed and animated a typography-based attract reel.

United States Air Force, McGuire AFB, NJ | April 2003 - August 2005

Utility Systems Journeyman

- Deployed to Balad AB, Iraq for 5 months as a Utility Systems Journeyman in 2004.
- Maintained exterior and interior plumbing systems, and fire suppression systems throughout McGuire AFB, NJ.

EDUCATION

Art Institute of Philadelphia, Philadelphia, PA | September 2005 - March 2009

Bachelors of Science in Media Arts and Animation

AWARDS

Best Graduating Portfolio | March 2009

Best of Quarter

- Drawing and Painting - Fall 2008
- Character Animation - Spring 2008
- Sculpting for Animation - Spring 2006
- Life Drawing - Fall 2005