

Alexander G. Barnes
16 years of User Experience & User Interface Design
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Principal Product Designer UX & UI - As a Principal Product Designer, extensive experience in UX/UI design has enabled the creation of modernized products, platforms, and services for various clients, including Scale Up Stream, San Francisco Public Utilities Commission, SnapClarity, Magnifi, Google Design Challenge, Amigocloud's GIS, Shell Catch's, Gaia TV

AgreeYa - Senior UX & UI designer - As the UX & UI designer and team leader, I have had the opportunity to work with AgreeYa Solutions, a global systems integrator dedicated to delivering technology-enabled solutions to various organizations, from Fortune 100 companies to small businesses. With a collaborative approach and agile methodology, AgreeYa Solutions has become a preferred partner for many global enterprises.

Wells Fargo Lead User Experience Designer - As a CX/UX Designer at Wells Fargo in San Francisco, I developed and executed customer solutions for customer-facing digital platforms, with a focus on authenticated session and security space. I determined appropriate user-centered design methods, tools, and deliverables for all devices, collaborated with project teams and stakeholders, and reviewed metrics to identify opportunities for improvement. By reducing call volume by 7%, I helped the company save 17 million dollars each day.

Enemy Spawn - UX & UI - As a Senior Product Designer at Enemy Spawn in San Francisco, I managed a collaborative team of 16 people to deliver a variety of products for third-party companies, providing UX/UI solutions and working directly with developers for implementation. I have a proven track record of designing successful products, including the redesign of Amigocloud's GIS system and Shell Catch's wholesale distribution system. Additionally, I have experience in team management, web design, and acquiring user data through usability studies and interviews.

UX & UI Educator - Academy of Art - As an Instructor of User Interface and User Experience at the Academy of Art University in San Francisco, I developed and updated curriculum materials for instructor-led delivery platforms and helped students understand the language and processes of UI/UX design. I established a positive and productive classroom environment and administered exams and other evaluative activities to determine final grades.

DocuSign - Original Mobile Designer - As a Mobile Product Designer at Docusign, the candidate championed the design process, worked with cross-functional teams to define product direction, and produced deliverables at every stage of the design process. They helped establish a creative, supportive culture and mentored junior team members. They also utilized data points and relied on intuition to fill in gaps when making design decisions.

Samsung Original Galaxy UX & UI Designer - Led design goals for Samsung R&D, resulting in a lasting impact on the Galaxy S series of products. Worked closely with product and engineering teams to design efficient workflows for internal and external customers on Samsung Android platform. Conducted user research and gathered metrics to iterate on designs and produce interactive prototypes, all while respecting Samsung's brand and product design guidelines.

Design Tools & Software Skills

User Experience: Figma, Sketch, Balsamiq, InVision Studio, Axure RP

User Interface: Figma, Sketch, Adobe Photoshop, InVision, 3D Studio Max