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David Sutton

<https://dasut.github.io>

PROFILE

Currently looking for an environment to make an impact on a driven team by utilizing my unique background in technology, entrepreneurship and Software Development. I'm looking for a long term environment where I can always learn and grow. I'm currently independently operating a website design and development business and teaching part-time at RIT and MCC while running Upstate UX.

I take a lot of pride in my ability to problem-solve with a team to find efficient solutions to complex business and user needs. I'm also proficient with many technologies and design systems including Apple's Human Interface Guidelines and Google's Material Design.

EMPLOYMENT HISTORY

MIRRORSHOW MANAGEMENT – INTERACTIVE DESIGN – 2017-2018

I work to create unique memorable experiences that companies use to represent themselves and their product at trade shows around the world. Since this is a smaller company, I've had the opportunity to "wear many hats" and find interesting ways to use my human-centered design principles solve design and business challenges. I was responsible for the design and development of experiences with interesting bleeding-edge technology by creating one-of-a-kind technology solutions.

CONSULTANT IN UX AND SOFTWARE DEVELOPMENT – 2013-2017

XEROX – UI/UX INTERACTION DESIGN – 2015-2017

Hired via Comforce as UI Design specialist at Xerox in Webster, NY in the Experience Design Group. I worked to shape the user experience across the product's web and mobile interfaces as well as the product's onboard touchscreen UI. While there I was certified in Luma's "Innovation Through Human-Centered Design" program to lead many valuable processes (such as persona development, user research, and ideation and brainstorming processes for stakeholders) to translate strategy, business requirements and usability best practices into best-in-class digital experiences.

I was responsible for all design and functional documentation of my products including style guides and layout guides, user experience standards, and keeping everything current and consistent across platforms in a rapidly-changing development environment.

APPLE – UI/UX DEVELOPER– 2013-2014

Hired via Infosys Ltd. to be a UI/UX consultant at Apple Inc. in Cupertino, California. I was responsible for the design and development of several new product UI, with a focus on rapid prototyping and web applications development. Primary focus in front-end development and design, as well as technical product management.

FREELANCE INDEPENDENT WEB DESIGN AND DEVELOPMENT – 2010-PRESENT

During college and between larger contract jobs, it's been really valuable for me to freelance to keep building a steady stream of experience with varied technology in web design and development. By working with lots of very different clients, I encounter a lot of really interesting design challenges that I would never encounter in larger organizations.

EDUCATION

ROCHESTER INSTITUTE OF TECHNOLOGY – INFORMATION TECHNOLOGY 2014

Concentrations in UX/Interaction Design and Web Design/Development

CERTIFICATIONS AND ASSOCIATIONS

UPSTATE UX

I founded UpstateUX.com for designers, developers, and students to learn, teach, and collaborate in the Rochester area. We do workshops, conferences, networking events, Q & A discussions, professional development training and general community outreach. My goal is to see this group of amazing design professionals scale beyond the limits of what I can accomplish out-of-pocket.

LUMA INSTITUTE'S "INNOVATION THROUGH HUMAN-CENTERED DESIGN"

Topics of Focus include: Leading a Culture of Innovation, Brainstorming, Problem Framing, Rapid Iteration and Product Testing, Prototyping, Ethnographic Research, User-testing and Interpretation.