

Cameron Luck

User Experience Designer

EDUCATION

GEORGIA TECH: Bachelor's of Science in Computational Media
May 2012

Studied HCI, Interaction Design, Game Design, User Experience & Interface Design, Film, Psychology, and Software Development.

JOB EXPERIENCE

UX DESIGNER II: Amazon
July 2015 - Present

Led UX efforts on the redesign of the MyHabit native Android and iOS apps and website creating wireframes, mockups, flowcharts, and prototypes with Sketch, Photoshop, Keynote, Axure, Principle, and FramerJS. Led UX efforts on the Lumberyard Game Engine focusing on the interaction patterns and workflows for the Level Editor, Visual Scripting Tool, and several other portions of the Engine.

MOBILE iOS UX DESIGNER: IBM
October 2014 - July 2015

Worked directly with Apple to design enterprise mobile apps native to iOS platforms creating wireframes, flowcharts, and prototypes with Keynote, Photoshop, and Axure.

UX ARCHITECT: Salesfusion
April 2014 - October 2014

Led the redesign efforts for a large web-based application suite with a focus on simplifying the marketing automation experience.

UX DESIGNER: Intercontinental Hotels Group
January 2014 - April 2014


Worked on wireframes, user flows, pitch decks, comps, moodboards, and other design tasks for the Staybridge Suites Unique Brand Experience project.

ASSOCIATE SOFTWARE DEVELOPER: General Motors
April 2013 - January 2014

Led UX efforts on the redesign of the internal employee portal, Socrates, designing both the end-user and authoring experience. Aided front-end development efforts with HTML5, CSS3, and Javascript.



 Mercer Island, WA 98040

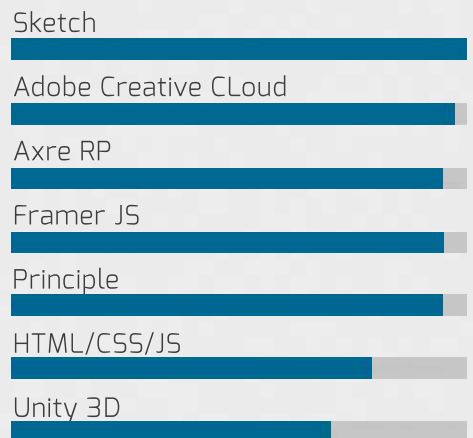
 (404) 985 - 6648

 cameron.t.luck@gmail.com

 cameronluck.com

SKILLS

PROFESSIONAL SKILLS



PERSONAL SKILLS

