

Travis Swan

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Education

Bachelor of Information Technology, September 2012 - April 2017
Interactive Multimedia & Design
Carleton University, Ottawa, Ontario
Current Second Year Standing: 9.21 / 12.0, B+

Work Experience

UX Designer May 2016 - August 2016
Espial, Ottawa, Ontario

- Conceptualizing UI designs in the form of sketched wireframes for creating an intuitive user experience that highlights commonly used features
- Programming next generation concepts of interactive wireframe UIs in Axure for user and functionality testing purposes
- Creating demo videos of interface concepts for current and future UIs in After Effects to demonstrate the final look and feel of the product to developers and clients
- Composing user task flows so developers and project managers have an understanding of how the user experience will function
- Designing UI screens in Photoshop based on existing design criteria centred around user and client needs for communicating the final product to stake holders
- Organizing, maintaining, and updating a the project wiki that contains the details outlining the descriptions of UI elements, screens, and design changes for developers to use as reference

Web Developer May 2015 - August 2015
Carleton University, Ottawa, Ontario

- Elevating the visual design and functionality of the Exams and Schedules public examination schedule by redesigning the HTML and CSS to match the overall modern Carleton brand
- Introduced useful jQuery plugins customized with JavaScript to improve accessing of the systems stored information while creating a real world relation to the technical information for improved user experience
- Programming interfaces with predetermined technical specifications and interfaces for prototype demonstrations to support developing design concepts and wireframes

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Technical Graphic Designer

January 2015 – April 2015

OC Transpo, Ottawa, Ontario

- Designing website graphics based off of strict criteria to communicate various messages through color theory, typography, and layout design
- Developing wireframes and mockups to fit into the existing web architecture while still maintaining the company brand and utilizing the current content management system

Research Assistant

February 2014 – October 2015

Carleton University, Ottawa, Ontario

- Researching android application syntax and programming functions to develop an augmented reality interface on an Epson Moverio BT-100 on android OS 2.2 for an augmented reality classroom
- Developing an educational children's story game for android and IOS tablets for increasing vocabulary through word association with games and activities played in between interactive pages

Applied Projects

Graphic Designer

November 2012 – December 2012

MADD – Anti-Drinking & Driving Concept

- Contrasted the reckless behavior of drinking and driving, by displaying the results of thoughtless actions side-by-side with the precluding circumstances to warn people of the consequences of their actions

Relevant Skills, and Experiences

- Composed a multitude of designs in Adobe creative suite software for branding, user interface designs, motion graphics, and interactive media assets
- Developing increasingly complex programming algorithms in Java, C/C++, and Python for application features in games, mobile applications, and computer software
- Programmed interactive web experiences with browser and server based languages (HTML, SQL, PHP, Javascript) to create an engaging and enjoyable user experience
- Evaluated the usability of mobile applications with multiple users through paper prototypes, interviews, and think aloud user testing to gain insight to deficiencies in user centered designs