Andy Cobb

San Francisco, CA   555-555-5555
andy@email.com   andycob.com

UX Designer — Six years of experience designing products used by millions of people.

Work Experience

Figma

Lead UX Designer   Mar, 2017 - Current

- Led design of auto layout feature that allows customers to easily resize components.
- Improved layout grid interface, allowing for more precise and consistent layouts.
- Collaborated with the Product team to improve accessibility site wide

Google

UX Designer   2014 - 2017

- Led material design team of 6 designers responsible for standardizing design across Google properties.
- Created a color palette for creating hierarchical, expressive, and legible websites.
- The color palette also met accessibility standards for contrast and color blindness.

Apple

Human Interface Designer   2012 - 2014

- Designed the Spotlight search interface for iOS 8. Worked closely with engineering on interactions and transitions.
- Worked with a team of three designers on widget based notifications.

Education

RISD

BFA Graphic Design   2008 - 2012

Conferences

Clarity

Gave keynote presentation on the benefits of design systems.

Epicurrence

Presented case study on adopting Material Design across Google.

Skills

Product design   *Design systems*   *Figma*   *Sketch*   *Illustrator*

Accessibility   *Usability testing*   *Web design*   *HTML*   *CSS*