Steven Higginbottom

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<u>Tools</u>

- Sketch
- Omnigraffle
- Photoshop
- Adobe CS
- Balsamiq
- Axure

UI/UX Designer

Determined / Experienced / Connected

Primary Skills

HTML5	CSS3/LESS
UI/UX	Wireframing
Agile MGMT	Sketch

I've been an experienced front end designer for 6 years who believes in a design first philosophy. I believe that an excellent application can't happen without an extremely well thought-out UI/UX before, during, and after build-out by the backend dev team. I believe a website/application can have the cleanest backend code in the world, but without an absolutely awesome front end, the world will ignore it.

Experience

UX Designer/Webmaster
Vanquish Lighting – Detroit, MI

2016-Present

I worked as the head Webmaster and UX Designer that handled every aspect of CRM build, design, and maintenance. I completely redesigned Vanquish Lighting's website and CRM platform, and customized it entirely from scratch by running through multiple iterations of sketches, wireframes, and prototypes, as well as the hard-coding of the site using HTML5, CSS3, and more.

Responsibilities

• Sketches	• CMS
• Whiteboarding	• Wireframing
• Graphic Design	• Visual Design
• Front-end Development	• Prototyping

Lead UI/UX, Lead Product Developer
Payscape Advisors - Atlanta, GA

2012-2016

Lead product developer for Payscape subsidiary FinTech applications. I handled every aspect of application build and maintenance. Eventually we adopted an Agile framework as a work environment, using the Atlassian suite of software to manage feature requests, builds, code repositories, etc…

I eventually became the Lead UI/UX Designer and Lead Front-end Developer while working under the Agile framework. Working alongside our team of project managers and a graphic designer, we were responsible for creating what the applications were, how they would function, design how they look, and implementing proper user experience, before it was handed off to the backend developers.

Responsibilities

- Brainstorming
- Logic Flows
- Graphic Design
- Front-end Development
- Client Relations & Support
- Business Requirements
- Wireframing
- UI/UX Design
- Product Lead
- Build Deployment

Media Director and Product Manager
Ontologic Solutions LLC - Atlanta, GA
2010-2012

Ontologic was an amazing small startup that I am eternally grateful to have been a part of. It is where I feel I became a real professional in the software industry, even though we didn't just handle software.

I started out doing video editing and in operating room broadcast streaming of live robotic heart surgery videos. We worked with one of the world's premier robotic surgeons, Dr. Douglas Murphy at St. Josephs Hospital. He had developed a specialized technique for repairing the heart's mitral valve, and Ontologic built the subscription web service that other hospitals and doctors could subscribe to, to learn the technique. Shortly after that, the head/founder of the startup began teaching me how to customize Wordpress sites for clients.
Eventually he taught me enough CSS and titled me lead UI/UX Designer, Frontend Developer and Media Director.

Responsibilities

- Team Management
- Video Broadcasting/Streaming
- Logic Flows
- Graphic Design
- Front-end Development
- Client Relations & Support
- Video Editing (Final Cut Pro)
- Wireframing
- UI/UX Design
- Product Lead
- Anything else the backend developers couldn't do.

Education
BA of Business, Minor in Economics
Oglethorpe University

I decided to pursue a business and economic track so I could have a solid footing in negotiations and managerial finance in whatever direction I was presented with. It was during my later years in school, I started teaching myself how to do basic coding. Eventually they all finally came together, as a lead developer in a FinTech company.