

# Michael Goldkamp

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I am a UX Designer striving to create intuitive product interactions that allow users to accomplish their goals and experience delight along the way.

## Skills

Userflows  
Wireframes  
Prototyping  
UI Design  
Mobile Design  
Web Design

Axure  
Sketch  
Marvel  
Photoshop  
Illustrator  
HTML/CSS

## Education

Eastern Washington University  
2010 – 2012  
Bachelor of Arts in Visual  
Communication Design

## UX Designer at Design Commission | 2013 – Present

Client facing designer responsible for efficiently bringing ideas from conception to implementation by producing a wide range of UX/UI deliverables.

### Project Highlights

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#### Circle | 8 months and ongoing

Lead designer providing UX planning and UI design for a multi-platform mobile application created to support women throughout pregnancy and motherhood

- Audited and implemented solutions to existing user experience
- Full application visual redesign
- Created unified style & pattern guidelines
- Research, planning and prototyping for new features and expansion into new content.
- Collaborated with development team to implement new features into release builds

Deliverables: Userflows, wireframes, prototypes, UI designs, style & pattern guide.

#### Coldwell Banker Bain | 4 months

Designer providing usability research and UX planning for a more personal real-estate experience

- Participated in usability study on existing website
- Researched, planned and prototyped new website search functionality

Deliverables: Userflows, wireframes, prototype, UI comps

#### Haiku Deck | Repeat Client

Designer providing UI design for new features on mobile and desktop presentation application

- Designed solutions for multiple new app features including deck import, deck customization and premium workflow.
- Designed marketing web pages for new features

Deliverables: wireframes, prototypes, UI design comps, website design

#### Xinuos | 5 months

Designer providing UX planning and UI design for Unix-based desktop and mobile administrative environment

- Planned and prototyped new environment architecture
- Created unified style & pattern library
- Assisted in coding living style guide in HTML/CSS

Deliverables: Userflows, wireframes, prototypes, UI design comps, iconography, living style & pattern guide

## Design Intern at Design Commission | 2012 – 2013

All purpose designer that contributed to a variety of projects including print design, physical product design, graphics production, prototyping and UI design. Resulted in full-time position as a UX designer with Design Commission in 2013.