Andrew Finch

User Experience + Interface Designer

PORTFOLIO: ARRESTEDMACHINE.COM

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SUMMARY

Collaborative UX & UI Product Designer seeking new avenues to deliver product functionality and enhancement. Knowledgeable in creating production-ready designs from concept to feature release. Offering a successful career history comprising more than 20 years with international corporate brands, including management and mentoring.

EDUCATION

Bachelors of Fine Arts (BFA): Major in Graphic Design

Minors in Printmaking and Art History

2004 | University of Missouri - Saint Louis

WORK HISTORY

Product Design Lead

HYPE Innovation | Bonn, Germany (Remote)

December 2022 - March 2024

- Led the product design team in creating user-focused, data-informed solutions.
- Improved communication 20% quarter over quarter through standardized channels and initial design process guidelines.
- Provided mentorship and established the first true design system in collaboration with product management and development teams.
- Increased user engagement through the strategic implementation of data-driven design decisions based on analytics insights.

Manager of Interactive Design

DocuWare | Germering, Germany (Remote)

September 2018 - August 2022

- Co-established a user-centered design UX team, elevating the product's System Usability Score by more than 35% in certain areas.
- Directed and participated in UX research and testing.
- Specialized in automation features while redesigning the company's workflow management software and adding 3x the feature set.
- Helped to Increase the Gartner Score by resolving issues promptly, maintaining open lines of communication, and ensuring high-quality feature delivery.

Senior Interactive Designer

Motivation Technologies | Saint Louis, Missouri USA

March 2012 - August 2018

- Significantly increasing user membership through concepts, wireframes, design, and iteration for global web-based Learning Management Systems(LMS) and mobile apps.
- Consistently delivered E-Learning content and targeted promotions focusing on gamification.
- Enhanced brand attachment year-over-year with motion design using 2D and 3D elements.
- Improved creative staff output through guidance, mentoring and project management.
- Emphasized user experience by implementing intuitive navigation and engaging visual elements in interactive designs that provided 20% faster content recognition according to internal testing.
- Introduced and adapted core UX concepts and principles, transforming the team from passive to active stakeholders.

Project Manager

Atomicdust | Saint Louis, Missouri USA

March 2010 - October 2010

- Implemented new tools for scope, scheduling, and budget management.
- Improved task completion rate by 25% and fostered strong relationships with vendors and freelancers.
- Planned, designed, and scheduled phases for large projects.
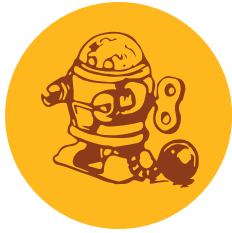
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Graphic Designer

Atomicdust | Saint Louis, Missouri USA

March 2008 - March 2010

- Produced diverse design projects including print, web, and multimedia.
- Facilitated dynamic communication with various stakeholders to craft effective client messages.
- Improved client satisfaction by creating visually appealing and impactful graphic designs for various marketing materials.

Graphic Designer

Cfx | Saint Louis, Missouri USA

February 2006 - May 2007

- Created dimensional projects such as signage and vehicle wraps for global brands.
- Cultivated client satisfaction through timely and collaborative design processes.
- Created engaging social media graphics that drove user engagement and increased online visibility.

Junior Graphic Designer

Sandbox Creative | Saint Louis, Missouri USA

March 2005 - February 2006

- Designed brochures, advertisements, catalogs, and web content from inception to completion.
- Applied knowledge of production to create high-quality images.
- Contributed design ideas in early planning stages with customers and project managers.

SKILLS

Including, but not limited to:

▪ Qualitative User Research ▪ Quantitative Data Analysis ▪ Remote Teamwork ▪ Concepting ▪ Wireframing ▪ Prototyping ▪ Design Systems ▪ User Interface Creation ▪ Art Direction ▪ Ideation ▪ Competitive Analysis ▪ Logo & Identity Systems ▪ Design Thinking ▪ Motion Design ▪ 2D & 3D Illustration ▪ SVG Animation ▪ Communication ▪ Team Management ▪ Intra-Team Collaboration ▪ Vendor Coordination ▪ User Testing ▪ Information Architecture

SOFTWARE

▪ Photoshop ▪ Illustrator ▪ InDesign ▪ Sketch ▪ InVision ▪ XD ▪ Axure ▪ Figma ▪ After Effects ▪ Cinema 4D ▪ Blender ▪ Unity ▪ Final Cut Pro ▪ Premier ▪ Pro Tools ▪ Logic Pro ▪ PowerPoint ▪ Word ▪ Excel ▪ Bootstrap ▪ Dreamweaver ▪ Code Editors ▪ Design Systems ▪ and many more

AWARDS

- Co-recipient: 2017 Berlin Intel Retail Edge Program Presentation Best in Class
- Co-recipient: 2016 Milan Intel Retail Edge Program Presentation Best in Class
- Co-recipient: 2010 Multiple Academy of Multi Level Marketing Awards

PERSONAL

I enjoy most creative endeavors in my free time, such as creating and viewing fine art, writing music, and reading. Travel is a large part of my life and I am always looking for a new adventure. The world of nerdiness tends to draw my attention as well.

US citizen. Willing to relocate globally.

Available immediately. Negotiable salary.