



ANDREW MORRIS

UI/UX DESIGNER

CONTACT

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SKILLS

- UX Research
- UI Design
- Information Architecture
- Wireframing
- Prototyping
- Usability Testing
- Figma
- Adobe Photoshop
- Adobe Illustrator
- C# Programming
- HTML & CSS
- Unreal Engine 4
- Unity
- Agile Development
- Version Control

EDUCATION

UMass Global
UI/UX Design Certification
March 2023 - December 2023

Clark University
BA in Interactive Media and Design
September 2021 - May 2022

Becker College
September 2017 - May 2020

SUMMARY

As a passionate junior UI/UX designer, I leverage my background in game development to create impactful user focused experiences. My Journey began in game development where I honed my collaborative skills by designing user interfaces for various small game projects with others. Transitioning into the UI/UX industry I hope to bring a fresh perspective by blending creativity with user-centric UI designs to deliver intuitive and visually captivating interfaces.

WORK EXPERIENCE

UI/UX Design Intern

Slate Strategies December 2023 - January 2024

- Coordinated timeline, scope, and communication with company representative, myself and another intern for the project duration
- Designed profile and dashboard UI for freight forwarding and GSA companies for Quote Control

Pet Care Associate

PetSmart October 2022 - July 2023

- Cared for pets throughout the day, providing medications, water, food, bedding, and any other forms of care needed
- Guided customers in finding the right pet for them and assisted with any needs or questions they have about their pets and products

Animal Handler

The Pet Spa June 2019 - August 2019 & June 2020 - September 2020

- Provided care for dogs and cats staying at the boarding facility
- Cared for each pet's needs such as cleaning, walking, playing, feeding, and any other special needs the animals might have such as medication

PROJECTS

Cable Archive - UI/UX Designer

April 2023 - August 2023

- Designed a phone app that would use image recognition to identify cables and adapters to help users organize and manage their electronics. From initial research to wireframing and prototyping

Memories - UI & Environment Programmer

August 2021 - August 2022

- Created UI Elements and interactions such as a player inventory system that allows the player to pick up, manage, and craft items
- Developed environmental traps and puzzles that did various things that players would encounter throughout the game

Helix Brawl - Enemy Programmer

January 2019 - May 2020

- Developed enemy AI units that the player would encounter when going through a level. These would include long range enemies such as snipers or shorter range enemies with special abilities.