



# VICI SHAWEDDY

Product Designer & UI Developer

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## SKILLS

**Design** : Sketch, Photoshop, Illustrator

**Prototype** : InVision, Flinto For Mac, Principle for Mac, Keynote, After Effects

**Development** : HTML/CSS/JavaScript, Bootstrap, React

**Video** : Final Cut Pro, Premiere Pro

**Language** : English, Indonesian

## EXPERIENCE

**Gifnote | New York, NY | August 2017-Present**

**Product Designer**

Improve the design and user experience of the Gifnote app

Lead design of the internal admin dashboard used by the content team

Conduct user research through interviews and surveys to inform design decisions

**Canvs TV | New York, NY | November 2015-June 2017**

**Product Designer**

Improved the user experience and interface of the primary web application

Established internal UI guidelines and designed new features

Helped redesign and launched Canvs 2.0

**Alpha UX | New York, NY | September 2015-December 2015**

**UI/UX Designer**

Created medium to high fidelity mockups for Fortune 500 companies, often within 10 hours or less. Provided creative ideas and offered suggestions from a user-centered perspective

**Freelance | New York, NY | May 2014-October 2015**

**UI/UX Designer & UI Developer**

Designed and developed web components using HTML, CSS, and JS

## HACKATHON PROJECTS

**Fluent** June 2016

AngelHack Manhattan | THIRD WINNER | UI/UX Designer

**Shoomai** April 2014

Brooklyn Tech Triangle | FIRST WINNER | UX Designer

**MTA Sheriff** May 2013

MTA App Quest | SECOND WINNER | UX Designer/Researcher

## EDUCATION

**NYU Tandon School of Engineering** 2012-2014

Master of Science in Integrated Digital Media | GPA : 3.9 (4.0)

**University of Missouri St. Louis** 2009-2011

Master of Arts in Communication | GPA : 3.9 (4.0)