

Travis Lee Wiggins

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UX/UI • Designer • Manager

UI/UX Designer

CNH Industrial • Burr Ridge, IL • November 2014 - Present

- Create UX/UI for proprietary touch screen interfaces used in large farming machinery.
- Make complex technical specs come alive for a large multi-year platform project that is global in scale.
- Guide UX/UI projects from start to finish: Read & understand complex and changing system specifications, develop use cases, create user flows, wireframe, final art mockups in different device sizes, lead approval meetings and get approval from a variety of company areas (including Branding, Marketing, System Engineers, Creative Director, & Developers), final asset & spec deliverables.
- Lead multiple projects using new and emerging technologies including Camera & Video, Calibrations, Data Management, Login/User Management. Design with multi-language use in mind.
- Organize & improve global widgets and UI controls. Create interactive prototypes.
- Mentor junior UX/UI Designers.

Design Manager / Lead Designer / UI/UX / Developer

GPSopper • Chicago, IL • November 2011 - November 2014

- Lead designer for iOS and Android apps, as well as mobile web, internal or external design related to the company.
- Manage the company design and mobile web development team, delegate tasks and create schedules. Improve internal and external design and mobile web development processes.
- Present designs in client calls and work with many top-tier clients including The North Face, Estee Lauder, Best Buy, Express, bebe, Meijer, Academy Sports, and others.
- Create designs for sales pitches for top-tier clients.
- Create presentation-quality UX/UI user flows for clients' understanding. Also create in-depth guides for improving UI/UX in a company's current site.
- Handcode HTML, CSS, light Javascript and JQuery. Helped implement LESS company-wide.
- Create brand guidelines. Create mobile web and app style guides. Optimize images in several formats for use in apps and mobile websites.
- Developed a deep understanding of the role of design in retail e-commerce.

Associate Art Director

Publications International • Lincolnwood, IL • August 2003 – September 2011

- Art Director for books and magazines published internationally.
- Served as designer and art director for a wide variety of books including coffee table, educational, puzzle, sports, automotive, photo albums and scrapbooking.
- Responsible for layout, art direction, directing photo shoots, proofing, comping, photo manipulation, templates, 4/c process stationary products and mechanicals.

Junior Graphic Designer

Hiatt Printing • April 2003 – August 2003

- Designed business cards, letterheads, brochures and other assorted print design.
- Saw designs go from client to finished product as all the printing was done in-house.

Freelance

312 Mobile • Simply Awesome Software • Early Bird Screen Printing Company • Sweet Goodness Music

Skills

- MAC & PCs (currently use a Macbook Pro with Adobe CC)
- Design: Adobe Suite (Photoshop, Illustrator, InDesign), JustinMind & InVision (prototyping, like Axure) QuarkXPress, Dreamweaver, Premiere
- Dev: HTML, CSS, JQuery, LESS, WordPress, GIT, STASH (currently design focused rather than dev)
- Frameworks: JIRA, Confluence, Polarion, Sharepoint, Lync, Outlook.

Education

B.F.A. Graphic Design; B.F.A. Painting
Ball State University, Muncie, IN, 2003