Gareth Hobbs

Product Designer

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  - **Open to remote work**
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Skills

- Figma Fluent
- User-Centered Design
- Interaction Design / Animation
- UI and Visual Design
- HTML / CSS / Javascript / jQuery
- Responsive Web Design
- Rapid Prototyping
- User Flows
- User Research and Testing
- Teamwork & Communication
- Wireframes: Low-Mid-High Fid.
- Interactive Prototypes / Mockups
- Accessibility Best Practices
- Style / Brand Guidelines Document

Tools

- Figma / Sketch
- Miro
- Adobe Suite
- Invision
- Principle
- Balsamiq
- Zeplin
- VS Code

Awards

- "Best Sound Design" **winner**. United Solo Festival NYC 2016.
- "APRA Award for Best Music" **winner**. Auckland Theater Awards 2015.
- "Sound Designer of the Year" **nominee**. Chapman Tripp Theater Awards 2014.

Summary

Product designer using a broad UX and visual design skillset to solve complex problems and create beautiful UIs. Former designer for theater experienced collaborating with a diverse creative team while using an iterative design process. Contributes a unique perspective through his background in storytelling mediums.

Education

CAREER FOUNDRY, UI DESIGN CERTIFICATION, FEB–NOV 2022

- 700+ hours of intensive project-based training.
- Designed six digital products utilizing tools and methods that included Figma, Sketch, Lean UX, UCD, design systems, design thinking, competitive analysis, user research, user testing, Usability Hub, affinity mapping, personas, mood boards, illustration, wireframing, interactive prototypes, branding, icon design, and interactive animation. View projects here.
- Specialization in frontend development - HTML, CSS, Javascript.

VICTORIA UNIVERSITY OF WELLINGTON, 2009

- Bachelor's degree in English and Theater.

Experience

PRODUCT DESIGNER, EVENT RENDER
CONTRACT, REMOTE, OCTOBER 2022–PRESENT

- Built a completely new design system and architecture for this B2B SaaS application used to create and render 3D scenes.
- Used card sorting, user research, and user testing to redefine the information architecture and rethink the entire UI.
- Created a comprehensive style guidelines documentation to pass off to the development team. View Figma prototype here.

UX/UI DESIGNER, BINGE CULTURE COLLECTIVE
CONTRACT, REMOTE, MARCH 2022–PRESENT

- Collaborating in a Lean UX process to redesign the website experience and led the re-branding for a theater company.
- Contributed to strategic ideation workshops using Miro, presented mood boards, developed a new logo and visual identity, and created mockups of user journeys in Figma.
- Constructed an interactive prototype in Figma.

SOUND DESIGNER, THE WOOSTER GROUP
NEW YORK, NY, 2015 – MARCH 2022

- Developed original theater works from inception to touring production by collaborating as part of a core creative team.
- Created designs, directed teams, and managed technicians.
- Was an essential contributor to five internationally touring productions, including "The B-Side," listed in "The Best Theater of 2017" by The New York Times.