

Cesar Corpus.

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References available on request

cesarcorpus.com

Objective.

TO FURTHER MY CAREER IN

Product Design & Art Direction

I concept and design interfaces for screens of all shapes and sizes. I consider research and insights to inform my wireframes and prototypes to final visual design. I believe in, creating provocative, honest ideas for digital products. Learning about new emerging technologies and how they affect human interaction and user experience is something i'm interested in.



9 Years Experience.

NOV 2018 – CURRENT

BIG SPACESHIP, New York City Design Lead (UX / UI), Product

- As design lead I worked on the JetBlue.com e-commerce website managing two teams and six workstreams to execute a responsive, mobile-first, large-scale platform build. I was able to evolve the established design system and adhere to style guidelines using pattern libraries and modular components
- Oversee and participate in collaborative brainstorms with UX and UI, sketch sessions, workshops, other idea-generating design activities and design reviews
- Work with internal and client-side development teams, owners and product managers, to prepare design assets, and annotations for hand-off
- Produce motion prototypes and contribute to user testing and data synthesis
- Scope work, establish work processes and groom tickets for the working teams
- Clearly and confidently present design while providing rationale for decisions made
- Analyzing user needs and developing creative processes to meet business objectives
- Contribute to pitches and business development efforts

DEC 2016 – NOV 2018

DELOITTE DIGITAL STUDIO, New York City Snr Art Director, Product

- At Deloitte Digital I worked developing design systems for app and web experiences. Implementing creative concepts for user-centered experience design from start to finish. Clients: Aetna, Tiffany & Co, BOA, UBS and Bose

NOV 2015 – DEC 2016

BEYOND, New York City Product Designer

- At Beyond I worked in a lean and agile environment designing products, websites, apps and digital assets for Google, Novartis, West Elm, Viacom and Android. I provided design production support, and owned the creation and delivery of high quality interactive work

Education.

SEPT 2018 – NOV 2018

Super Hi

Foundation HTML, CSS + Javascript –
8 Week Course

SEPT 2014 – DEC 2014

GENERAL ASSEMBLY

User Experience Design, 12 Week Course

JAN 2006 – JUN 2006

BAUHAUS UNIVERSITY

School of Art and Design, Exchange
Program

FEB 2004 – NOV 2008

UNIVERSITY OF NEW SOUTH WALES

COFA — College Of Fine Arts
Bachelor of Design — Graphics and Media