

Adam Husting

Email: AdamHustingDesign@outlook.com

Phone: Will be given upon email.

Location: Bellevue, WA

Portfolio: www.adamhusting.com

Experience

Interaction Designer | Google (TVC)

Sammamish, WA | 2022 - Current (1 year)

Worked with the Machine Learning and Dev AI teams at Google to create software development tools that use AI to create, edit, and transplant existing code. Worked on the Buganizer and TaskFlow teams to build better bug tracking, issue management, and task scheduling experiences for teams across all Google products and systems. Created process templating systems that accelerated forecasting and scheduling processes.

UX Designer | Microsoft (Vendor)

Sammamish, WA | 2021 - 2022 (1 year)

Lead efforts to create complex design systems for Microsoft's Transit displays to initially interface with Sound Transit's Redmond Technology Center, while also making the solution technically fitting for global use. Designed innovated parking and location digital interactive kiosks for use in Microsoft's enterprise scale garages and wayfinding systems. Designed matching functions for use within the company's internal employee resource application MyHub. Participated in user research for solving intricate problems related to employee movement and wayfinding comprehension.

UX Designer | H&R Block (Vendor)

Sammamish, WA | 2021 - 2021 (1 year)

Creating better financial experiences for a massive scale of diverse customers. Working with seasoned teams of designers, content writers, product managers, and more to build beneficial tax products, with iterations based on research, customer stories, usability testing, and peer review. Using technologies like Figma, UserTesting.com, and more, designs are finished and presented on a consistent schedule and delivered to involved development and marketing parties accordingly.

UX/UI Designer | The Equestrian

Sammamish, WA | 2018 - 2021 (3 years)

Directed the vision of the application into a suite of industry leading products. Used UX research to create visual and interface designs that were intuitive for the core demographic. Used Figma and Adobe XD to create concepts based around Human Centered Design principles and theory to make better experiences for the client. Developed a cohesive brand language that was expandable for new additions to the platform. Assisted with localization as the service reached global audiences. Created payments models and visuals to represent such. Built motion design standards for the brand.

UX and Web Designer | Web Team - Seattle Pacific University

Seattle, WA | 2019 - 2021 (2 years)

Built new web experiences for the university and assisted front-end design and development. Verified design decisions using research-backed by tests and surveys performed on prospective and current students. Used Figma to build concepts and prototypes of web and portal pages. Designed experiences using Human Centered Design Theory for new and current students. Tracked and executed design projects from multiple departments. Collaborated with web engineers to redesign several areas of the university's online presence to follow a more streamlined user experience.

UX and Web Intern | RMB Vivid Design Studio

Seattle, WA | 2018 - 2019 (1 year)

Designed original experiences and branding for numerous major Seattle companies and firms. Used design thinking to brainstorm new design solutions for both physical and digital experiences. Worked with signage and way-finding identity. Worked extensively with inclusive design principles to bring well designed experiences to underrepresented groups in the Seattle area. Created signage and online experiences for First Nation foundations in the Washington/Oregon region.

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Skills

UX Skillset - UX Theory, User Research, Human Centered Design, HCI, Wire-framing, Iteration, Design-centered Scrum, Graphic Design, Motion Design, Agile Design Sprints, Remote Collaboration, Client Relationship Development, Working knowledge of Industrial Design, Working knowledge of Web Development

Software Skillset - Figma, Adobe Xd, Sketch, Adobe Illustrator, Adobe Photoshop, Adobe After Effects, SurveyMonkey, Google Optimize, Optimal Workshop Treejack, Visual Studio Code

Education

BA | Visual Communication - Emphasis in UI/UX

Seattle Pacific University (3 years)

Seattle, WA | 2017 - 2020

Awards: Summa Cum Laude | GPA - 3.68

(Dean's List spanning six quarters)

Extracurricular: Board Leader | AIGA SPU Design Chapter | 2019 - 2020

Hosted, lead, and organized design events for the Seattle Pacific University Design community. Spoke at many events about internship importance in design education.

BS | Industrial Design

Western Washington University (1 year)

Bellingham, WA | 2016 - 2017

Awards: GPA - 3.45

(Dean's List spanning four quarters)

AS | Engineering Graphics - Emphasis in Product Design

Lake Washington Institute of Technology (2 years) - 3.77

Kirkland, WA | 2014 - 2016 (President's List)

Awards: GPA - 3.77

(President's List spanning three quarters | Dean's List spanning four quarters)

Certificate | Product Design

Lake Washington Institute of Technology (1 year)

Kirkland, WA | 2014 - 2016

Awards: GPA - 3.76

(President's List spanning three quarters)