SHANDON CARDOSA
UX DESIGNER

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PROFESSIONAL EXPERIENCE

EXPERIENCE MANAGER
SDi Clarity - SDiX (December 2017 - present)

As the Experience Manager I onboard, train and manage team members. I am responsible for taking on projects as well as attending all designer and developer internal reviews. I also work more closely with the writers to smooth out process flaws and miscommunication. In a nutshell, I am a ux/ui designer, front-end developer, team lead and project manager.

UI DESIGNER & DEVELOPER
SDi Clarity (May 2016 - December 2017)

My role at SDi started as a designer and developer creating custom HTML elearning courses for a range of different clients. I also played a large role in the website development and branding of SDix (the creative services team).

VIDEO INTERN
KCAD (October 2015 - May 2016)

As a video intern I was responsible for shooting and editing videos for Art Prize, UICA events, local art studios and KCAD program overviews. Through this I've learned photography, videography, and audio editing skills. I shot and edited several videos for short social media marketing clips that were posted on KCAD's primary Facebook page.

SERVER
Fujiyama (May 2014 - August 2017)

Although serving hasn't helped me advance in design, I have learned how to communicate well, and how to work quickly and efficiently. I am also very well versed in sushi terminology!

NOTABLE FREELANCE

UX DESIGNER
2018 | Enmark, Ann Arbor, MI

I helped redesign a system that helps clients receive new inventory from vendors. An older process had recently changed from users exchanging excel documents that often included errors to an online app Enmark created. My role was to work closely with the lead developer to create mocks showcasing better user experiences requiring minimal developement rework.

GRAPHIC DESIGNER
2016 | EPIC+KCAD and OST, Grand Rapids, MI

I worked with a team to create a children's board game concept and design aimed to teach logical thinking skills. My role was primarily concept development and graphic support. I also developed a style guide that was used to create a website, as well as several animations promoting and explaining the game

EDUCATION

B.F.A DIGITAL MEDIA
Kendall College of Art and Design
2013-2017

VOLUNTEER EXPERIENCE

EDUCATION COMMITTEE MEMBER
2018 | AIGA West Michigan

The education committee works to give students more opportunities across the design community.

UX/UI DESIGNER & FRONT-END DEVELOPER
2017/18 | Give Camp, Grand Rapids, MI .

In less than 36 hours, I worked with a team of designers and developers to completely redesign and develop new branding and website for the Greater GR Women's History Council (2017) and Renew Therapeutic Riding Center (2018). In 2017 I was primarily a designer and in 2018, the lead developer.

MOTION DESIGNER
2016 | The Geek Group, Grand Rapids, MI

For four weeks I worked to incorporate motion graphics into science videos aimed towards elementary students.

UX RESEARCHER
2016 | KCAD+Epic, Grand Rapids, MI

My task was to help guests understand interactive booths at the Art Prize venue I was stationed and record their experience. My team used the data collected to help improve user experience in KCAD+Epic apps.

UX/UI DESIGNER
2016 | Design for Good, Grand Rapids, MI

I worked on a small team to create a marketing campaign for the local nonprofit ACT (Artists Creating Together). In one weekend we created a web page to add to their existing site, promotional materials, and overall branding for our idea.

UX/UI DESIGNER
2016 | Code for Good, Grand Rapids, MI

I worked on a small team to redesign the Crash's Landing's outdated website. I was one of the lead designers and worked closely with the client to create a 5 page website promoting Crash's services.

SKILLS

UI/UX Design
Illustrator, Photoshop, Invision, Adobe XD

Animation
After Effects, Adobe Animate

Front-End Devleopment
HTML, CSS, Bootstrap, JS (basic functionality)

Project Management
Excel, Trello, Airtable, Agile/Lean practices, SCRUM