Amy Peterson

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Ruby On Rails Development

Independent Training

January 2015 – October 2015

To strengthen my skill set, I studied and built from scratch a Ruby on Rails 4 web application hosted on Heroku. This is an e-commerce marketplace much like Etsy, but on a smaller scale, fully functioning with vendor accounts, account management, product listings, vendor shop pages, product collections, product filtering by category and price range, full range search using Postgres, complete checkout flow integrated with Stripe, mobile friendly and responsive on all devices and desktop. The app is built on a Bootstrap 3.0 base with fully customized style sheets and custom design.

UI/UX Designer / Digital Production

Wanderful Media + Find & Save App

November 2014 – December 2014

Provided mobile design and production services for Find&Save app for iOS and Android, worked directly with the Product Manager and in-house design team. Design solutions for iOS included: on-boarding flow, install offers, activity feed, and social sharing. Design solutions for Android included: splash screens, contact picker, and building out all Android templates and screens. Production services for both iOS and Android included: wire-framing, redlining, asset preparation/delivery to the engineering team.

Senior Visual Designer / Front-End Developer

Proxy Mosaic

May 2014 – September 2014

Working directly with the CTO, I designed their client-facing financial management portal and voting tool which was implemented using Bootstrap 3.0. Working from loose wireframes, I designed the dashboard home page, meetings overview page with financials, recent news and upcoming calendar, meetings ballot form, petition overview page with petition detail form, and meeting ballot with live vote statistics and measures. Once designs were approved, I built a clickable prototype in HTML, CSS, and Bootstrap 3.0 and delivered all final files and assets to the CTO along with related online reporting documentation.

Senior Production Designer

DocuSign

July 2013 – April 2014

I worked directly under the Creative Director and assisted with the redesign of DocuSign's corporate website providing design support on page layouts, page templates, digital image production, and produced the corporate website style guide. I worked directly with the corporate website development team on visual QA to maintain the creative standards set forth by the Creative Director and visual designers. I supported the Art Director responsible for the redesign of DocuSign's online product and assisted with user experience flows, design layouts and templates, and produced the online product style guide. I built and produced all large format event signage and booth graphics for Dreamforce 2013, Momentum'14, and additional off-site DocuSign events held nationally and globally throughout the year. I delivered all mechanicals to vendors and managed all proofing and file submissions within extreme turnaround times, efficiently and accurately. Provided graphics and presentation support for PowerPoint and Keynote presentations.

Senior Visual Designer / Front-End Developer

Glass Lewis & Co.

March 2013 – September 2013

Working directly with the IT Director, I designed GL's client facing Research Portal adhering to the new re-design of their corporate website for a cohesive branding across tools. The task included taking existing Bootstrap 3.0 files and updating all CSS files to reflect the newly approved responsive designs. Delivered all final CSS files, PSDs, and optimized images to the Director and development team. Additionally, working directly with the Product Managers and provided wireframes, I re-designed GL's Viewpoint Voting Platform for desktop and mobile, including the look-and-feel, user interface, and user experience flows. Upon final design approval, I built and delivered a final desktop and mobile prototype to the engineering team along with all final PSDs and optimized images.

Senior Production Designer

Apple

April 2013 – May 2013

Worked on-site directly with Apple's senior design team and additional contract designers in the Apple Online Store division. Following strict Apple style guidelines, I created design comps and layouts for Apple's new online store user interface for iPad and iPhone, adhering to strict and required pixel-perfect files.

Senior Production Lead

SolutionSet + Apple

May 2012 – July 2012

Led the production and the design team on a project for Apple's online store division, working directly on scheduling, production tracking, and status reporting. Worked directly with Apple clients when and where necessary on status updates and additional tasks. Additional tasks included hands-on production along side my team, optimizing and resizing every single online store images for every Apple product. Accountable for all QA on my team's work on every single image down to the pixel. Exceeded Apple's expectations by completing pixel perfect production on over 80% of the store images in six weeks.

PowerPoint & Keynote Presentation Specialist

2010 – 2014

Contracted by InVision Communications and PS Communications to serve as presentation graphics support specialist for corporate events nationwide. Clients included Google, Genentech, Yahoo, Oracle, and Deltek. Worked directly with show producers, event staff, and high ranking clients. Traveled and worked on-site shows in: Chicago, New York, Dallas, Nashville, Los Angeles, Las Vegas, Orlando. Tasks included cleaning up all templates, master slides and content slides; created new slide graphics, charts, tables, and imagery based on placeholder content; combined multiple master templates into single show decks; optimized photos and screenshots; converted slide decks to multiple screen sizes; fixed Mac and PC compatibility issues; worked directly with show producers on live shows; ran show files from back stage in collaboration with video crew; worked one-on-one with executive clients editing slide decks before and during live shows; created dynamic animation effects and slide transitions; worked calmly, efficiently, and professionally under pressure.

Studio Manager

Zoomedia

October 2006 – May 2010

As the link between the Creative team and Engineering team, I managed the production tasks for all interactive and print projects. Responsibilities included production planning and scheduling, resource management, third-party print buying, cost control, and quality control. Worked directly with the Creative Director, Art Director, Project Managers, Engineering team, and Design team, and was client facing when necessary. Managed projects independently. Contributed hands-on with design, production, Flash editing, and front-end development. Managed digital asset libraries and archives.