DAVID

David Guindon
Designer, Researcher, and Frontend Developer

Hi, my name is David. I'm a business-minded designer who has worn many hats throughout my professional life and enjoys solving complex problems.

Einstein said that designs should be made as simple as possible, but no simpler. I also believe this and as a UX Designer, I strive to incorporate this philosophy into my work.

Design can simultaneously be complex and intuitive, which is why I'm seeking opportunities to tackle this unique intersection of the craft.

Finally, I enjoy enabling people around me to do their best, whether it's a colleague or a user. This is what I believe helps me stand out both as a designer and a person.

PROFESSIONAL EXPERIENCE

UX/UI Designer
Montefiore / 2 Year 8 Months - Ongoing

- Created and maintain a mobile-first responsive design system for a website redesign using a new CMS.
- Use the design system to build designs for 47 hospital departments.
- Design new pages for the current site that runs an outdated CMS.

Design System / Figma Expert
Microsoft / Xbox / 6 Months - Ended September of 2022

- Created learning material for designers to facilitate a transition from Sketch to Figma.
- Migrated/Recreated the design files/system from Sketch to Figma.
- Incorporated Design Tokens to speed up communication between designers and enable developers to change an artboard's theme and breakpoint styling with one click.

Web Designer
Design Consultant / 19 Years

- Rapidly constructed SEO-optimized websites for small business owners.
- Created WCAG AAA compliant designs for users with disabilities.
- Facilitated A/B and Usability Testing to identify inefficiencies and improve designs.

ADDITIONAL EXPERIENCE

Store Director
Multiple Companies / 15 Years

Directed teams of 30+ in-store operations. Effectively maintaining a retail store requires a love for helping customers and great time management.

Game Designer
Self Employed / 20 Years

Made an online multiplayer game with 1000s of players, generating enough revenue to be a full-time job. I also published two board games and designed and built two escape rooms.

Architectural Designer
Habitat for Humanity / 3 Years

Performed UX Research for the Grand Rapids branch. Designed multiple low-cost housing floor plans. I also helped with the website and flier creation.

INFO

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EDUCATION

Calvin University (Undergrad)
Environmental/Civil Engineer

Lawrence Tech
Architectural Design

Bloc
Design Bootcamp

New Pragmatic
Development Bootcamp

LinkedIn Learning
Accessibility in UX +23 more

SKILLS

Branding, Wireframing, Prototyping, Card Sorting, Color Theory, Web Analytics, Web Development, User Stories, User Testing, Content Strategy, Responsive Web, Design Systems, Accessibility, Interaction Design, UX Writing

TOOLS

Adobe Creative Suite, Sketch, Figma, Balsamiq, Axure, Flinto, InVision, Usability Hub, GitHub, HTML, CSS, JavaScript, PHP, C++, Python, React, Gatsby, Microsoft Suite

References available upon request