

Robert Farrigan
415.244.4343

bob@bobulatedesign.com
bobulatedesign.com

[@BobFarrigan](https://www.linkedin.com/in/bobfarrigan)
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Technical Skills:

- Sketch
- InVision
- Adobe CC Suite
- Photoshop
- Illustrator
- InDesign
- Animate
- Lightroom
- Dreamweaver
- After Effects
- Painter
- HTML5 / CSS3
- JavaScript
- Adobe XD
- Premiere Pro
- Final Cut Pro
- MS Office Suite
- WordPress
- Agile
- Axure
- Fireworks
- Jira/Confluence
- Bootstrap
- Rapid Prototyping

Professional Experience:

Ayasdi (Products Team), Menlo Park, CA

Product Designer; 05/2018-Present (Contract)

Full stack product design for UX, UI and Visual Design of Ayasdi's Artificial Intelligence and Machine Learning products. Work focused on future app creation suite code-named Neptune as well as redesigning the experience and visuals of Ayasdi's current Anti-Money Laundering product. Worked in Agile sprints with multiple PMs and directly with the VP of Product.

- Craft high-fidelity visual designs in Sketch
- Execute design work consistent with design and brand standards, analytics insight, and customer feedback.
- Champion of consistent visual identity and design best practices for production delivery across products and platforms
- Created and responsible for the style guide and design system creation and maintenance.
- Created current visual design specifications and assets
- Deliverables created in Sketch as well as Photoshop, Illustrator, Adobe XD, and Overflow
- Design simple, logical workflows expounding existing interaction patterns as well as creating new ones.
- Responsible for the user experience umbrella; interaction design, information architecture, and user research.

import.io, Los Gatos, CA

Product Designer; 04/2017-04/2018 (Contract)

Full stack product design for UX, UI and Visual Design of import.io SaaS data extraction product. Create prototypes as well as icons and interaction design. Agile workflow with PMs and front-end dev team shipping designs to the customer-facing product.

Skills and activities:

- Prototyping UX workflows as well as final interface design using Sketch and InVision
- Visual Design of prototypes, iconography and SaaS product using Sketch, Photoshop, Illustrator.
- Helped design new onboarding process increasing customer retention.

Space-Time Insight (Products Team), San Mateo, CA

Visual Designer; 02/2014-10/2016

User Interface and Visual Design of UI prototypes as well as an icon and interaction design. Agile workflow with PMs and Lead Engineers creating advanced prototypes for the offshore production team. Designed UI and visual design of 5th and 6th generation software packages; SI Viewer, SI Studio, and SI Server. Marketing support including the design of print, web and trade show collateral. Designed and maintained the main WordPress corporate site, spacetimeinsight.com. Also designed and maintained various WP campaign, blog, and landing pages.

Skills and activities:

- Prototyping and final interface design of UIs using Photoshop, Illustrator, CSS, HTML5, Javascript
- Designed interface design style for 2 generations of software packages
- Designed marketing and product UI style guides
- Visual Design of prototypes, iconography, and info-graphics using Photoshop, Illustrator, and CSS
- Motion graphics design using Photoshop, Illustrator, Premier, and After Effects
- Logo, collateral and graphic design as needed

HP Enterprise (Sales IT), Palo Alto, CA

UI/UX Designer/Developer; 07/2012-01/2014 (Contract)

Responsible for User Interface, User Experience, and Visual Design of interface prototypes. Agile workflow with PMs, data architects, and engineers creating advanced prototypes for the offshore production team. Created documentation detailing usage of interfaces as well creating test scripts and headers for each UI. Helped update interface visual design to current HP look and feel. Contributed to design concepts and created functional specifications. Wire-frames, design patterns and optimized design assets (such as images, HTML/CSS, JavaScript)

Skills and activities:

- Prototyping of UIs for internal selling system using HTML, CSS, jQuery, and javascript
- Prepared supporting documentation for prototypes as well as test headers and testing scripts
- Visual Design of prototypes, icons, and infographics
- Contributed to design concepts in a team environment.
- Agile Software Development team with members around the world; scrums via conference call, MS Lync
- User Acceptance Testing

Clearwell Systems, a part of Symantec, Mountain View, CA

Senior User Interface Designer; 09/2011-02/2012 (Contract)

Responsible for User Interface and Visual Design of prototypes. Designed future product interfaces as well iconography using Photoshop, Illustrator, and Flash. Worked with PMs to create sophisticated prototypes to showcase the future product vision. Designed innovative solutions with a world-class team of product specialists and engineers. Contributed to design concepts, created functional specifications, and presented them. Provided optimized design assets, such as images, embedded flash objects, HTML/CSS.

Skills and activities:

- Prototyped visions of future development.
- Design concepts in a team environment.
- UI/IxD and visual designs using Photoshop, Illustrator, Flash Catalyst, Dreamweaver.
- Prototyping with HTML, CSS and jQuery
- Agile Software Development
- User Experience design using UI pattern modeling, wireframes, site-flows, and rapid prototypes

AT&T Advertising Solutions, San Francisco, CA

Lead Designer; 01/2005 – 12/2009

- Designed, illustrated internet and print spec ads
- Designed and created covers for directories.
- Tagline creation, copywriting, and content
- One-on-one design consultations
- Studio and on-site photography
- Web page and flash banner design

Bobulated Design, San Mateo, CA

Freelance Designer; 07/2003 - Present

- Visual Design
- Identity
- Graphic Design
- Web Design
- Web Development
- WordPress
- Photography
- Photo Restoration
- Motion Graphics
- Video
- UI/UX/IxD
- Illustration

Education:

- Bachelor of Architecture, Savannah College of Art and Design
- Master of Architecture, Savannah College of Art and Design
- Certificate in Multimedia Studies, San Francisco State University
- Web Design/Development and Information/Interaction/User Experience Design
- Statement of Accomplishment, Human-Computer Interaction, Stanford University
- Statement of Accomplishment, Gamification, Wharton School
- Statement of Accomplishment, Design: Creation of Artifacts in Society, Wharton School