



CAMERON LUCK

Lead UX Designer

Seattle, Washington | <http://cameronluck.com> | cameron.t.luck@gmail.com | (404) 985 - 6648

I am a User Experience (UX) / Product Designer with a technical & research background. I focus on designing experiences that are usable, beautiful, and delightful to users. Extensive knowledge of mobile patterns for iOS and Android.

WORK EXPERIENCE

AMAZON

Sr. UX Designer | Nov, 2018 - Current

Led the launch and overall experience design for Amazon Lumberyard, AWS Sumerian, and Amazon PinPoint Journeys. Led redesign efforts and managed design teams on MyHabit, Your Orders, and Amazon Care.

Currently designing the future of development tools on AWS Dev Tools.

AMAZON

Senior UX Designer | Jul, 2015 - Nov, 2018

Concepting, Strategy, Sketching, Wireframing, Visual Design, Interaction Design, and Prototyping with Sketch, Photoshop, and Framer.js.

Led redesign of the MyHabit experiences for Web, Mobile Web, iOS, Android, and Kindle devices.

Designing tools and workflows for the Lumberyard Game Engine using Sketch, Axure, Photoshop, Invision, and Framer.

IBM

UX Designer | Oct, 2014 - Jul, 2015

Wireframing, flowcharting, visual design, and prototyping in Keynote, Axure, and Photoshop CC.

Working directly with Apple to design mobile apps for iOS devices including iPhone, iPad, and Apple Watch for Retail, Telco, and Healthcare industries.

Led UX efforts on internal special projects for mobile devices.

SALESFUSION

UX Designer | Apr, 2014 - Oct, 2014

Concepting and Sketching of new Salesfusion 360 product including Email Builder, Landing Page Builder, Contacts/CRM, mobile app, and more.

Flowcharts, Wireframing, Interaction Design and Prototyping with Axure RP and Photoshop CC.

Prototyped interactions with HTML, CSS (Bootstrap), Javascript, & jQuery.

Led UX efforts for the redesign for the new Email Builder (launched on May 28, 2015) portion of the Salesfusion 360 app, used by over 90% of all customers. Led User Research and Testing efforts on this project and many others to make informed design decisions.

Email Builder Details and Video: <https://www.salesfusion.com/email-builder-video>

Created pitch decks, feature release plans, project timelines, sprint plans, testing reports, product requirements, and other documentation to help supplement findings, present design decisions, and release information to internal employees, customers, and potential customers.

INTERCONTINENTAL HOTELS GROUP (IHG)

UX Designer | Jan, 2014 - Apr, 2014

Wireframing, flowcharting, visual design, and prototyping in Keynote, Axure, and Photoshop CC.

Working directly with Apple to design mobile apps for iOS devices including iPhone, iPad, and Apple Watch for Retail, Telco, and Healthcare industries.

Led UX efforts on internal special projects for mobile devices.

GENERAL MOTORS (GM)

Associate UX Developer | Apr, 2013 - Jan, 2014

HTML, CSS, & Javascript Web & App Development

Adobe CQ5.6 Development with SiteCatalyst

Led UX efforts on the redesign of the internal employee portal, Socrates, designing both the end-user and authoring experience.

Led UX/UI Design on Charitable Giving Campaign site for General Motors' internal employee charitable giving initiative.

KONSOLE KINGZ

Digital Media Producer | Jan, 2013 - Apr, 2013

Create and manage digital video content for YouTube.

Create and deploy SEO strategies for social media networks including YouTube, Facebook, Instagram, and Twitter.

Manage social media accounts including YouTube, Twitter, Instagram, & Facebook.

YouTube Network CEO, Manager, & Recruiter.

Designed mockups for website redesign with Photoshop CS5.

CORUS360

Web Designer | Jul, 2012 - Jan, 2013

Technical writing, installation documentation, motion graphics and web design & development.

User experience design with Photoshop CS6 and Axure RP 6.5. Prototyping and Development for the new RES-Q website using HTML, CSS, Javascript, PHP, and jQuery.

Created product motion graphics with After Effects CS6. Created SEO strategies and tracked and managed analytics to improve page stats across corporate sites and social media networks.

KONTROLFREEK

Motion Graphic Artist | Jul, 2012 - Oct, 2012

Created high quality motion graphic videos for branding and marketing purposes.

Software: After Effects CS5 & CS6, Premiere CS5 & CS6, Photoshop CS5 & CS6, Pro Tools LE 8

EDUCATION

GEORGIA INSTITUTE OF TECHNOLOGY

Bachelor's of Science Computational Media - Interaction Design & Experimental Media; Game Studies | Aug, 2008 - May, 2012

Dean's List: Fall 2010 & 2011