



Shaun R. Fox

EXPERIENCE

CREATIVE DIRECTOR

HotSchedules

OCTOBER 2016–PRESENT; AUSTIN, TEXAS

As the Creative Director at HotSchedules I manage a team of designers and guide the visual and user experience design of our products. Though I've only been here a short time, we've already smoothed out a lot of communication issues between the design, product management, and engineering teams and have put many best-practice design processes in place. I'm also overseeing the creation of a front-end component library that will be used in all of our products and will assist us in driving towards a unified user experience.

CREATIVE DIRECTOR

Snaptrends

DECEMBER 2014–OCTOBER 2016; AUSTIN, TEXAS

As the Creative Director at Snaptrends, I split my time between designing the UI/UX for the application and overseeing design and visuals for Marketing.

On the product side, I led the design of new and existing features. This consisted of managing the design process, working alongside engineers to identify the problems and come up with solutions, making flat and live code mockups, and then finally assisting in the front-end development of the final product.

On the marketing side, I designed and coded the company's website, top to bottom. I helped lead marketing campaign efforts and directed the creation of numerous print and digital pieces to support those efforts.

All along the way I co-led the creation of CSS and HTML guidelines, but I also began adding AngularJS to my arsenal, which has made my participation in building the end-product even more fluid than before.

SENIOR UX/UI DESIGNER

Bypass Mobile

JUNE 2014–DECEMBER 2014; AUSTIN, TEXAS

As Senior UX/UI Designer at Bypass, I led the design and redesign of products on multiple platforms across the web and Android devices. Bypass had a suite of Android applications with similar functionalities, but disparate codebases and interface patterns. I helped unify the workflows and interfaces for these apps and created standards for UI consistency.

The Android applications were used on the ground in stadiums and performance venues as a point of sale, but they all integrated with the web-based backend, which managed point-of-sale reporting and inventory management. I helped redefine workflows and interfaces here as well, building new components and updating old ones to help end-users manage games and concerts more efficiently.



UX DESIGNER

Ringtail Design

SEPTEMBER 2012-JUNE 2014; AUSTIN, TEXAS

As a UX Designer at Ringtail, I was part of a two-person design team, creating interfaces and workflows for numerous applications. We worked closely with engineers to create apps on multiple platforms, including web, Android, and Windows Desktop. Together, we defined objectives, went through design processes, and coded numerous applications from the ground up. Some of our work was focused on large-format touch-screen technology, integrating map-based playback of events with multimedia data feeds to assist in our users' awareness of situations. We also built phone-based reporting applications that could send real-time reports, photos, and multimedia back to a web-based hub for review.

IN-HOUSE DESIGNER

The Austin Stone Community Church

The For the City Network

FEBRUARY 2008-SEPTEMBER 2012; AUSTIN, TEXAS

As an in-house Graphic Designer, I led the design of all kinds of media to support communications inside and outside the church. From identities for events, designing and implementing websites to designing books and brochures and managing the printing process to completion, among other things.

EDUCATION

BACHELOR OF FINE ARTS IN COMMUNICATION DESIGN

Cum Laude; December 2009

Texas State University; San Marcos, Texas

INTANGIBLES

I'm always learning new skills and technologies and I love experimenting with them. I love collaboration and finding good solutions to problems.

I read a lot of science-fiction and I love a bowl of queso and a margarita after a long work week. My wonderful wife and daughters keep me sane.

TANGIBLES

8 years designing

PROFICIENT IN

- Adobe Creative Suite (Illustrator, InDesign, Photoshop)
- HTML, CSS, SCSS, JQuery/Javascript, Angular JS

- Application UX and UI, Web Design, Book Design, Branding, Event Design, Wayfinding, Custom Lettering, Illustration, Paper Products, Type Design, Photography, Icon Design, etc.

NOT YET PROFICIENT IN

- Woodworking, Fatherhood, Star Trek Knowledge, Cooking, Jokes, Spanish, Maintaining a Consistent Hairstyle, etc.

