

Drew Binkley

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www.uxbydrew.io

I am a Product Designer with over 20 years of experience in design work ranging from web and mobile to software application - from well-established businesses to start-ups and SaaS companies.

Skills

Product Design

Mobile App Design

Wireframing

Prototyping

Branding/Guidelines

Information Architecture

Visual Design

User/Task Flows

UI/UX

User Research

Illustration

Tools

Figma

Sketch

InVision

Photoshop

Illustrator

InDesign

Experience

Brightvine / Senior Product Designer

Atlanta, GA / May 2022 - March 2024

Lead all design efforts with relation to Brightvine's software which gives access to a blockchain-powered platform combining the power of DeFi with access to the fixed-income market.

RxBenefits / Lead UI/UX Designer

Birmingham, AL / February 2021 - May 2022

I lead all UI and UX with regard to multiple Greenfield products. I helped with documentation, requirements, planning, hiring and management of new designers as well as worked with users, product and engineering. I established and maintained the component library that was used across all products.

tep.io / Partner/Product Designer

Birmingham, AL / October 2007 - October 2020

I was a partner and lead all creative for tep.io since 2007. We originally started out as a web development company and but transitioned our focus to software and application development the last 10 years of business.

Hatch Safety / Partner/Product Designer

Birmingham, AL / January 2016 - April 2019

I was a partner and lead all UI/UX design for Hatch Safety's core product. Hatch Safety consisted of an iOS and Android app as well as a Desktop version.

Details Direct / Art Director

Birmingham, AL / 2006 - 2007

I was in charge of leading a small team of designers, both with concepting new ideas and developing those ideas into actual products. I also lead from concept to shelf a new product for the market called SermonPaks that was a success and had great response to both existing clients and new clientele.

Student Life / Art Director

Birmingham, AL / 2004 - 2006

Designed all materials for a multi-program student ministry - from print to web.

Speak Creative / Graphic Designer

Memphis, TN / 2000 - 2004

Part of a small team designing print material - brochures, mailers, annual reports, to websites from churches to local businesses.

Education

DesignLab UX Academy

May 2019 - September 2019

Full-time course / 480+ hours / Learned modern UX skills through hands-on exercises and four intensive capstone projects. Designed responsive websites and iOS apps that solve existing user needs. Weekly critique sessions with mentor and peers.

Auburn University / Bachelor of Fine Arts, Visual Communication

August 1995 - May 2000