# Henry Bacon
## Experience Designer

Henry Bacon
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## Experience

**Jan 2020 - April 2020**

**Product Designer - Vibrant Labs, San Francisco**

- Developed materials and design systems for scaled communications.
- Responsible for crafting presentations that clearly communicated brand, services, and messaging.
- Redesigned brand identity and created a presentation design system, competitive analysis, led Ideation workshops.

**August 2018 - May 2019**

**Freelance UX/Multimedia Designer- Amsterdam**

- Crafted logos, redesigned websites, and created retail product demos.
- Created strategies to improve customer engagement
- Oversaw design system overhaul and SEO optimization

**Apr 2017 - May 2018**

**Interaction Design Intern – Fjord • Accenture, San Francisco**

- Worked closely with PMs, visual designers, and internal and external stakeholders through all design stages to create user experiences, visual design, product design.
- Interviewed 36 financial consultants and assisted in running a participatory workshop with stakeholders.
- Contributed to contextual user research which lead to valuable insights that drove design decisions.

**Aug 2017 - Oct 2017**

**UX Contractor - Trulia, San Francisco**

- Responsible for conceptualizing, designing and producing a 4-minute video to effectively communicate product vision and new feature set to entire company.
- Crafted and implemented medium fidelity app mockups into video to suit project timeframe.
- Collaborated with product designers on presentation and video copy and script to tell users stories.

## Education

**BFA Interaction Design**
California College of the Arts
- Graduated with Distinction
- Recipient of First Year Honors Award
2014-2018

**Graphic Design, Pre-College Program**
California College of the Arts
Summer 2013

**Summer Game Design Course**
Tribeca Flashpoint Media Arts Academy
Summer 2011

## Skills

Experience Design
3D Motion Design
UI/Visual Design
Video & Photography
Interaction Design
Service Design
Branding

## Methods

Contextual Inquiry
Interview Guides
Persona Crafting
Wireframing & Sketching
Low to High Fidelity Prototyping
Systems Thinking
Usability Testing
Storyboarding

## Tools

| | |
|---|---|
| Photoshop | Principal |
| Illustrator | Final Cut |
| InDesign | Unity |
| After Effects | Unreal Engine |
| Sketch | HTML/CSS |
| Adobe XD | Webflow |
| Figma | Blender |
| Keynote | |