

**Allen Boitz**  
UI Designer

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**Summary**

User Interface Designer with a strong focus on user experience and prototyping. My passion for Psychology helps me empathize with the user to produce a delightful, cohesive design.

**Skills**

User-centered design, native mobile app design (iOS, Android), wireframing, interactive prototyping, user stories, user flows, user research, usability testing, responsive HTML/CSS.

**Tools**

Adobe Creative Suite (Photoshop, Illustrator, InDesign), Sketch, Proto, Flinto, Invision App, Axure RP, Usertesting.com, JIRA, Asana, Pivotal Tracker.

**Experience**

**Mobile UI Designer**

**Charter Communications (2016 – Current)**

*Centennial, CO*

- Collaborate with mobile UI designers and developers to deliver pixel perfect redlines for all mobile device platforms and sizes
- Conceptualize new user interfaces utilizing Sketch and Flinto to produce fully-animated prototypes

**UX Designer**

**EMS Software (2016)**

*Centennial, CO*

- Work closely with product owners to iterate on quick wireframes, prototypes, and design solutions for critical customer needs
- Produce user interaction flows, low-fidelity wireframes, and high-fidelity prototypes for entirely new product application
- Restructure web filters feature by optimizing for mobile, resulting in a 40% reduction in vertical space and a one-tap flow for the core use case

**Product Designer**

**TrackVia (2015 – 2016)**

*Denver, CO*

- Led the effort to establish a unified design language across Web, iOS, and Android platform applications
- Scripted and conducted usability tests which uncovered major gaps in the product. The resolution of these critical user issues reduced core workflow completion time and interactions by 50%
- Championed the look and feel of the product through detailed designs and styles for easy implementation by the developers

**Interactive Designer**

**CrossView, Inc. (2013 – 2015)**

*Remote*

- Constructed responsive e-commerce design compositions based off business requirements and client-approved wireframes
- Delivered high-fidelity interactive prototypes to the client using InvisionApp
- Gathered data and user insights from remote usability tests and utilized that data to inform design decisions

**Education**

**B.A., Graphic Design – Minor in Psychology**

**University of New Haven (2009 – 2013)**

*West Haven, CT*

Graphic Design Arts Club

Captain - UNH Ultimate Frisbee team

Brand Manager, Promotional Team – 2013 Senior Graphic Design Exhibition

**Community**

**Ultimate Frisbee Coach**

**Columbine High School**

*Littleton, CO*