

EVAN MCCANN -UI/UX DESIGNER

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EXPERIENCE

UI/UX Design Internship

B-Stem Project (NDA)

- As a UI/UX Design intern I worked closely with other team members to produce low and high fidelity wire frames as well as helped design the overall branding and layout of the platform.

2019 - 2020

Warehouse Manager

Non Ferrous Fastener

- Inventory management for over 5,000 items.
- Increased operational efficiency by 20% through reorganizational overhaul and improved management of inventory
- Work closely with sales to ensure proper stock and a quarterly decrease in loss of roughly 10%.

2016 - Present

Lead Home Theater Installer

Best Buy/Geeksquad

- Installed home theater systems while providing exceptional customer service.
- Trained and mentored junior installers on the processes of successful installations that cultivated a cohesive work environment.
- Reached 110% of our productivity goals by prioritizing our daily routes and solidifying an installation plan before starting each job.

2008 - 2014

EDUCATION

Careerfoundry

UI/UX Certificate

- 6 month/400+ hours intensive training program with industry leading mentors. Studies spanned from visual design principles, color theory, grids, and UX best practices to wire-framing, prototyping, responsive design, mobile gestures, and animated interactions.

2018 - 2019

California State University Fullerton

Bachelors Degree

- Received Bachelors Degree in photography and visual design with a minor in film.

Class of 2007

SKILLS

Interaction

- User Research
- Prototyping
- A/B Testing
- Usability Testing
- Wire-framing

Software

- Sketch
- Invision
- Photoshop
- Illustrator
- Omnigraffle
- InDesign

Visual

- Photography
- Videography
- Branding
- Mockups
- Graphic Design