

JOHN AUTRY

To avoid spam, contact info is available upon request. Please visit johnautry.design/contact

DESIGNER AND CRAFTSMAN INTERESTED IN UX/UI AND INTERACTION DESIGN

BIO

I'm a multidisciplinary designer who loves designing those little moments in a product's experience **that bring users joy**. Though I've mostly worked in UX design, my interests include **physical** and **non-graphic** mediums as well. Everything that is **seen, heard, touched, or felt** must be designed, and my passion lies in designing those tangible components that bring the product to life.

SKILLS

Extensive experience in developing:

- + Design systems for desktop and mobile
- + Mid- and High-fidelity prototypes
- + Low-fidelity wireframes
- + Personas
- + User flows
- + Information architecture

I also have experience in:

- + A/B testing
- + User research
- + Usability testing
- + Task analysis
- + Providing technical support for Mac and Windows PCs
- + Operating PolyPrinter 3D printer

SOFTWARE

- + Sketch
- + Figma & FigJam
- + Jira
- + Confluence
- + InVision & InVision Studio
- + Adobe Photoshop
- + Adobe Illustrator
- + Adobe InDesign
- + Adobe XD
- + Microsoft Office / Microsoft 365
- + Microsoft Teams
- + Mural

EXPERIENCE

Associate Experience Designer

APR 2022 – PRESENT | VMLY&R | FULL-TIME

I'm currently working on the Sherwin-Williams account for VMLY&R, where I'm involved in multiple workstreams across various product categories.

UX Designer

JAN 2022 – APR 2022 | SQUARE 205 | CONTRACT

As a designer at Square 205, I was responsible for a wide range of design duties, both within the field of UX and traditional graphic design. My responsibilities included:

- + **Developing wireframes and high-fidelity prototypes** for desktop and mobile interactive systems, and iterating on them based on client feedback
- + **Designing marketing material for clients**, including social media posts, advertising material, email graphics, and eBooks
- + **Presenting and pitching design work to clients**, including interactive, UX-based experiences, as well as moodboards and mockups for new brand directions
- + **Working on a team** with other creatives, providing and receiving feedback
- + Packaging and handing off assets to developers, and conducting quality assurance on finished websites

Tech Support Assistant

OCT 2019 – AUG 2021 | UNT'S COLLEGE OF HEALTH AND PUBLIC SERVICE

As one of two tech assistants at HPS IT, I was responsible for directly assisting our System Administrator and Director with IT duties across the college. This included:

- + **Interviewing, advising in the hiring process, and training 3 new employees** in the final months leading up to my departure
- + **Providing Tier III tech support** and managing support requests
- + Overseeing and managing roughly 400 devices in the college
- + Managing inventory and arranging equipment redistribution and custodianship, including hundreds of capitalized assets
- + Writing and continuously updating user guides and internal department manuals

EDUCATION

BFA in Communication Design *with honors*

AUG 2017 – MAY 2021 | UNIVERSITY OF NORTH TEXAS | 3.83 GPA

Bachelor of Fine Arts in Communication Design, **with a concentration in User Experience Design**, and Minor in Art History from the University of North Texas