



COREY NUNEZ, UXC

UX DESIGNER

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Projects at a Glance

- ▶ **Barrick** - Designed the Information Architecture, flow, and usability to a maintenance app
- ▶ **Smithsonian Natural History Museum** - Designed an interactive app that uses augmented reality to bring the exhibits to life
- ▶ **Rehearsal** - Re-designed and coded all customer facing emails and a Delete feature for the LMS
- ▶ **HiveWise** - 508-compliant crowd-storming software that helps users make decisions

Skills

Illustrator & Photoshop
Visual Design
Interaction Design
Information Architecture
Wireframe Production
Sketch & Axure
User Research
Persona Creation
Competitive Analysis
Usability Testing
Leadership
Keynote & Powerpoint
HTML and CSS

Education

General Assembly UX Design Certificate

Washington, D.C.
2016

University of Nevada, Reno Computer Programming Certificate

2015

University of Southern Mississippi BS in Business Administration

Finance
2006

Related Experience

Barrick Gold | May 2017 – Present

Lead UX Designer

- Work in an Agile environment and on several major projects
- Mobile designer (iOS)
- In charge of creating the first UX department and guidelines for Barrick
- Conduct user testing sessions for product and design viability
- Create wireframes and sketches and make clickable prototypes
- Create design styleguides for each project
- Attend conferences for continued education in the UX field
- Mentor junior designers
- Make infographics for the projects

Rehearsal.com | December 2016 – January 2017

UI/UX Product Designer

- Designed and maintained new features for Rehearsal v2 using Photoshop and Illustrator
- Coded these features in HTML / CSS / C# to be handed off to the developers
- Created and coded Wordpress blogs for the website

General Assembly | August 2016 – October 2016

UX Design Immersive Student - 400 hours

- Created working prototypes for HiveWise, the Smithsonian, ThinkGeek, and a new mobile travel application
- Conducted user research and identified best methods for project management and implementation
- Consistently test and iterate design ideas and/or prototypes until the solution is solving the root-cause
- Developed market-forward solutions, focused on human centered design
- Presented ideas to "potential investors" using self-developed presentations which include sketches and wireframes
- Utilized business requirements and technical constraints to design products that could be launched successfully
- One of the top students in class, per my professor, due to quality of work and understanding of UX



Professional Experience

CustomInk.com

Digital Art Manager | March 2014 – December 2016

- Processed hundreds of customers' designs for print using Illustrator and Photoshop
- Identified root cause issues for team members to help them achieve their business goals
- Oversaw payroll, performance management, and professional development of team members
- Team performance is consistently above department targets, currently 12% above targets (metrics focus on accuracy, productivity, and team attitude)

Production Art Manager | January 2013 – March 2014

- Established team and department in Reno; managed team to above-target performance in 6 months
- Trained team members into leadership positions within a year

Digital Art and Satisfaction Assurance Captain | July 2012 – January 2013

- Relocated by Virginia HQ to lead and staff first operations teams in Reno location
- Built foundation for the first Digital Art and Singles Satisfaction teams in Reno. Hired and managed 8 team members; established guidelines, policies, and procedures

Production Art Captain | August 2008 – July 2012

- Lead team to be Top Performing Team during busy season contests that measured team accuracy (>98.5%) and productivity (60+ orders per team member); Fall 2008, Fall 2009, Fall 2010, Spring 2011
- Processed hundreds of customers' designs and making them print-ready using Illustrator and Photoshop