

ERROL SCHWARTZ

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OBJECTIVE

To find a position with a creative team making meaningful experiences.

EXPERIENCE

Creative Developer at Cinco

Digital strategy, conceptual and ux design, and front-end development for brand centered projects. Helped bring awareness to clients and employees of future facing technology trends to help brands reach their audiences in more meaningful ways.

Jan 2018 - Present

Design Technologist at Amplified

Led development projects and overhauled programming practices. Provided creative direction and strategy for both internal initiatives and client based workshops and ideation sessions. Started a thought leadership article series on the way Amplified sees technology reshaping the near future.

May 2016 - Dec 2017

Design Technologist at Frog Design

Collaborated with design teams to integrate complex technical requirements with screen based applications. Worked with many clients across finance, transportation, and technology.

September 2013 - May 2016

Front End Developer at Songtrust

Responsible for all front end work. Implemented redesigns of the existing product and added many new features.

June 2012 - September 2013

Interactive Developer at Rokkan

Worked on advertising projects creating microsites, games, and other interactive applications.

June 2008 - June 2012

SKILLS

Conceptual design

Intent, narrative, strategy, and seeking elegant solutions to complex problems.

UX/UI system architecture

Audience profiles, user centered design, prototyping, storyboards, and wireframes.

Front-end engineering

Efficiency with many popular frameworks, libraries, and build tools. Responsive, accessibility compliant, and future facing development.

Current Tools

Figma, Photoshop, Illustrator, Sublime Text, React, Redux, Webpack, Babel, Jest + Enzyme, AirBnB Linter, Whiteboards & Sticky Notes.

EDUCATION

Rochester Institute of Technology, Rochester NY

New Media Design Major BFA, Graduated May 2008