

Ted McDonald

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WORK EXPERIENCE

Independent

UX/UI Designer | Jan 2015 – Present

Worked on web design projects for Kingston, Shannon & Wilson, and other clients that involved collaboration between multiple teams and stakeholders.

University of Washington

UX Designer & Creative Lead | Jan 2017 – Jun 2017

Part of a 16-person team that designed and prototyped interactive content for six large, street-facing displays on the University of Washington Campus. Investigated gestural, sensor-driven interactions and incorporating live data to the responsive displays.

Game Design & Coding

Co-Founder | July 2012 – Sept 2016

Launched an after-school design & coding education program. Taught hundreds of students in the Bellevue, Issaquah, Lake Washington and North Shore school districts, and ran coding camps during the summer.

EDUCATION

University of Washington

BS - Human Centered Design and Engineering – 3.73 GPA | 2015 – Dec 2018
(Dean's List)

Selected Courses

User Research
UX Prototyping
Web Development
Physical Computing
User Centered Design
Interactive Systems Design
Physiological Psychology

Directed Research

Designing Interactivity in the
Urban Landscape
Designing Bioluminescent
Displays

SKILLS

UX design, HTML, CSS, JavaScript, wireframing, storyboarding, physical and digital prototyping, user research, Sketch, Adobe Creative Suite

LANGUAGES

English
Romanian