

EXPERIENCE



Chad Bitner
UX/UI Designer

Lansing, MI
chad@chadbitner.com
(517) 285-1981

chadbitner



Red Cedar Solutions Group / UI/UX Designer

January 28, 2020 | April 23, 2021

While working on online education monitoring applications with the design team, I evaluated and designed user experience and user interface solutions for workflows, data, and innovative visualizations. In developing these solutions, I created iterative wireframes, mockups, graphics as part of the application redesigns. Aligned with design, I developed and redesigned the marketing website for the Stepwell application project by updating posts, media releases, and assisting with CSS development alongside the development team.

Youngsoft, Inc. / UI/UX Designer

November 14, 2016 | February 28, 2019

In collaboration with designers, managers, and clients, I provided successful user experiences creating user flows, wireframes, mockups, and graphics. After designing the graphics, the assets were used within the Liferay portal environment, shaping custom theme development, responsive development, and cross-browser compatibility using HTML, CSS, and jQuery (JavaScript), producing the highest quality work possible.

- **Liferay Partner Bootcamp Certification**

As part of Youngsoft's partnership with Liferay, I took this course to gain a better understanding of Liferay's framework and workflow in creating and upgrading websites for clients.

Kendall College of Art and Design of Ferris State University / Web Content Administrator

October 24, 2016 | May 6, 2017

While a student at KCAD, I reorganized and maintained directory structure of visual assets launched in coordination with the program website rebranding. After publishing student work, I posted student work to the social media group for the digital media department.

- **Digital Art and Design redesign project**

As part of the rebranding in the digital media program, I updated the original digital media logo and website for the department, now called Digital Art and Design.

SKILLS

Balsamiq	■ ■ ■ ■ ■
Sketch	■ ■ ■ ■ ■
Abstract	■ ■ ■ ■ ■
Wordpress	■ ■ ■ ■ ■
HTML	■ ■ ■ ■ ■
CSS	■ ■ ■ ■ ■
jQuery	■ ■ ■ ■ ■
Liferay (DXP)	■ ■ ■ ■ ■
Adobe XD	■ ■ ■ ■ ■
Adobe Photoshop	■ ■ ■ ■ ■
Adobe Illustrator	■ ■ ■ ■ ■
Adobe InDesign	■ ■ ■ ■ ■
Adobe Dreamweaver	■ ■ ■ ■ ■
Adobe Animate (Flash)	■ ■ ■ ■ ■
Adobe After Effects	■ ■ ■ ■ ■
Avid Media Composer	■ ■ ■ ■ ■
Autodesk Maya	■ ■ ■ ■ ■
ZBrush	■ ■ ■ ■ ■
Google Apps	■ ■ ■ ■ ■
Microsoft Office	■ ■ ■ ■ ■

EDUCATION

Kendall College of Art and Design of Ferris State University

September 2015 | May 2017

Digital Media BFA

Academic Honors, The National Society of Collegiate Scholars

- **User Testing**

In my interaction design group, we observed and created a formal report from ArtPrize events, capturing on-the-spot user interaction with these media apps: Tilt Brush VR, Code.org, Planet3, and Battling Extinction.

- **Sensware**

The application was to help find solutions for students stay focused during class time using a wearable device. Sensware's wearable technology helps improve learning and teaching for a neurodiverse population, and implementing principles of universal design to ensure that all students can benefit.

- **Simuli**

I worked as the lead graphic designer creating concept development UX/UI assets and branding for the VR simulation. This Google Cardboard app will provide a VR experience for middle, high school and college students that simulates, in the first person, the feeling of some challenges that neurodiverse students face in a classroom setting.

Lansing Community College

August 2009 | August 2013, May 2015

Computer Graphics, Multimedia AAA

General Associates GA

Digital Art Foundation CC

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