



G. Lucas Roe

User Experience Designer

Education:

- 5/2013 B.S. Art & Design (Graphic Design Concentration)
Towson University, Towson MD
- 8/2014 Human Computer Interaction Course
Coursera in Collaboration with University of California, San Diego

Tech Skills:

- **Tools:** Axure, Adobe Suite, SCSS, HAML, git, JIRA
- **Methodologies:** Wireframing, prototyping, user-centered design, IA

Experience:

- 7/2015–present **Lead User Experience Designer**
ACGI Software — Columbia, MD
 - UX Team of One focused on standards, styleguides, IA, and education.
 - Taught classes on best practices and UX fundamentals.
- 12/2014–7/2015 **User Experience Designer**
no.inc — Woodberry, MD
 - UX Product Lifecycle for 5 products from user interviews through prototyping.
 - Front end development on existing and new products.
- 7/2013–12/2014 **Junior UX Designer**
r2integrated — Baltimore, MD
 - Designed and developed over 20 wireframes and prototypes in Axure.
 - Developed a holistic prototype styleguide and framework.
- 1/2012–7/2013 **Web Producer (Front-End Developer)**
Calvert Education Services — Hunt Valley, MD
 - Manage and develop 18 partner websites in Wordpress and Joomla.
 - Information architecture overhaul for Verticy Learning.
- 6/2011–12/2011 **Marketing Intern**
Calvert Education Services — Hunt Valley, MD
- 12/2009–6/2010 **Design Intern**
Sports 55 — Severna Park, MD
- 2/2009–7/2009 **In House Designer**
Iggy Apparel — Pasadena, MD

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Full job history: glucasroe.com/resume