



Wesley Haines
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 wesleyhaines.com

WORK

Jun 2016 - Present

Mclean, VA

Design Lead @ Capital One

Helped lead and define various design initiatives (including research plan, content strategy, interaction paradigms, visual language) for a special operations digital credit card product.

Dec 2015 - Jun. 2016

Mountain View, CA

Interaction Designer @ Google

Defined, designed and executed various projects and initiatives for the Identity team while working with Search, Maps and Android to shape product vision.

Nov. 2014 - Apr. 2015

San Francisco, CA

Interaction Designer @ Sony Playstation

From concept to wireframes to prototypes, I have designed new features and tools that will be implemented in future updates to the PS4, PS3 and PS Vita.

May 2014 - Present

San Francisco, CA & Los Angeles, CA

Freelance Designer

Designed and created a variety of different digital and creative projects for Google, Toyota, Nvidia, Carnival Corporation and Pearson Education.

Jan. 2014 - Apr. 2014

Los Angeles, CA

Creative Resident - UX Designer @ 72U

Designed strategic and creative solutions for clients such as Samsung, Google, Carls Jr. and Tegu. My team was part of an experimental creative program at 72andSunny.

LEARN

Oct. 2014 - Dec. 2014

San Francisco, CA

Creative Code Immersive - Grey Area Foundation

Expanded my horizons by learning the power of creative code. Coursework includes HTML/CSS/JS, Processing, d3.JS, Node.JS, Arudiuno, Rasberry Pi

July 2013 - Aug. 2013

San Francisco, CA

User Experience Immersive @ General Assembly

Coursework covered in-depth studies into user research, information architecture, interaction design, prototyping software and user interface design.

PLAY

Design

Photoshop
 Illustrator
 InDesign
 After Effects

Sketch
 Keynote
 Framer.js
 Origami

Principle
 Proto.io
 Material Design

Technology

HTML5
 CSS3
 jQuery

Foundation
 Git
 Unix Ops

Node.js
 Swift
 Xcode