



Wesley Haines
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Work

- Jun. 2016 - Present**
 Mclean, VA
Lead Product Designer - Capital One
 Helped lead and define various design initiatives (including research plan, content strategy, interaction paradigms, visual language) for a new products with the Bank and Card orgs.
- Aug. 2015 - Jun. 2016**
 Mountain View, CA
Product Designer - Google
 Defined, designed and executed various projects and initiatives for the Identity team while working with Google Search, Maps and Android to shape product vision.
- Aug. 2014 - Jun. 2015**
 San Francisco, CA
Product Designer - Sony Playstation
 Designed new features and tools from concept to wireframes to prototypes. All designs were implemented in updates to the PS4, PS3 and Sony Bravia TVs.
- 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
Design Resident - 72andSunny
 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
 Learned the power of creative code. Coursework included HTML/CSS/JS, Processing, d3.JS, Node.JS, Arudiuno, Rasberry Pi.
- Jul. 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

- Sketch
- Keynote
- Framer.js
- Origami
- Photoshop
- Illustrator
- InDesign
- After Effects
- Principle
- Proto.io
- Material Design
- iOS HIG

Technology

- HTML
- CSS
- Javascript
- Angular
- React
- Git
- Node.js
- Swift
- Xcode