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Franklyn Espinoza

UX Designer with an extensive and strong background in visual design, looking to work on a product and give it the edge against the competition. Coming in with experience in working with project teams to develop user-friendly and aesthetically appealing application interfaces and mobile apps for users.

SKILLS

Visual Design Iterating

Usability Testing

Figma, Sketch, Invision.

Adobe Creative Suite: Photoshop, Illustrator, Indesign, Acrobat Pro, and After Effects.

Proficient with Wacom tablets and Cintiq monitors

EXPERIENCE

General Assembly, Austin, TX – *UX Design Fellow*

FEBRUARY 2020 - PRESENT

- General Assembly's UX Design Immersive (DSI) is a 10-week long training program dedicated to giving students a dive into the world of UX Design.
- Completed in-class projects and personal projects focused on the real-world applications of design principles and best practices.

College of Staten Island, Staten Island, NY – *Adjunct Lecturer*

JANUARY 2019 - DECEMBER 2019

- Taught undergraduate students classes for *Design & Typography* and *Intro to Design Media Environments*.
- Evaluated and graded students' classwork assignments and papers.
- Initiated facilitate and moderate classroom discussions.

School Specialty, Inc., New York, NY – *Interdepartmental Designer and Office Manager*

JANUARY 2012 - JANUARY 2020

- Designed special, time-sensitive promotional materials, and other general collateral needs
- Supported sales requested projects as presented by Marketing Managers.
- Collaborated with the Marketing Design team to make certain a sense of consistency and quality is being maintained across all Marketing outputs.

EDUCATION

Parsons School of Design – New York, NY

Bachelors of Fine Arts in illustration/Concentration in Animation, With Honors