

markcarroll

Based in Southern Maine
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"Over 10 years of mobile design and 20 years of web digital design experience with a history in coding.
Senior / lead UX and product design with 9 years of management experience.
I can speak geek and design fluently."

Summary

I am a passionate UI / UX / Interaction Designer and prototyper for mobile and web projects in the banking industry. Able to take a project from initial concept sketches and prototyping all the way to pixel perfect completion. I work well with the my team, the client, business, legal and usability as required to create a strong product that solves challenges and needs of the business and my *client* - the end users. I am thoughtful in my design for existing systems while considering the deep-dive technical needs and limitations of interconnecting systems as well. Over 7 years of mobile design and 20 years of web design experience with a history of coding - so I know what they want, and can speak geek and design fluently.

I work well in either self managed or collaborative team environments. I have agency, financial market and management experience and have successfully looked after a team of designers and developers in the past. I strive to implement great UI and UX that can benefit from psychology and ergonomics. Expert level skills in wireframing, with Axure, XD and InVision, Photoshop, Illustrator. Solid design skills as well.

Skills UI, UX, Visual and Interaction Design, Wireframing, Axure & XD Prototyping, Motion Graphics and & Audio Design, Responsive Design, Illustration / Storyboarding and Audio Production

2022 - Present **Fivestars at Sumup**

Senior Product Designer

UX and UI design that brings the USA Fivestar loyalty system to the international Sumup product. Build out of flows in Figma that bring loyalty, discovery and acquisition to the 3.5M merchants in Europe.

2019 - 2022 **TD Bank**

Lead Interaction Designer

Creation of new digital products for the bank's mobile platforms. This role included wireframing, prototyping and working closely with the Agile and Testing teams to deliver solid products.

2015 - 2019 **Bank of America**

Interaction Designer

Creation of comprehensive wireframes, and dynamic Axure prototype for UX testing, also to be used in the briefing process and continued support for the Agile development team.

2014 - 2015 **MAZ Digital**

Contract Interaction Designer

Mobile user interface design for iOS, Android & Desktop digital magazine storefront and reader.

Clients include: Forbes, Inc., Entrepreneur, OK Magazine, Star Magazine, Dujour and The Economist to name a few.

2010 - 2013 **Bleu Marketing LLC, S.F. C.A.**

Lead Interactive Developer & UI Designer

Design, front-end design / development, interaction design, interactive infographic programming.

Clients include: Cisco, HP, Dymo Endicia, The Fenix Dinner Club

2005 - 2008 **Mortimer Harvey Agency, Johannesburg, S.A.**

Interactive Producer

Concept co-creation with the client and copy departments, technical analysis of project and creation of technical and design briefs for digital studio, client communication on brand relevant digital opportunities.

Software

Figma, Axure, InVision, Sketch, XD, Adobe XD, Illustrator, Photoshop and After Effects more...

Hobbies

Pottery, Travel, Photography, Electronics / Maker, Hiking, Kayaking more...