

# markcarroll

Based in Southern Maine

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[www.markcarroll.com](http://www.markcarroll.com) : [PDF Portfolio](#) : [Linkedin Profile](#)

“Over 10 years of mobile design and 20 years of web digital design experience with a history in coding. I can speak geek and design fluently.”

## Summary

I am a passionate UI / UX / Interaction Designer and prototyper (simple and advanced) for mobile and web projects in the banking industry. Able to take projects from initial concept sketches and prototyping all the way to pixel perfect completion. My current role as lead UX designer includes the creation and ownership of all design patterns (current and future) in our mobile banking app products for all mobile PODs. I work well with the my team, clients, 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 new or existing systems while considering the deep-dive technical needs and limitations of interconnecting systems.

I work well in either self managed or collaborative design thinking team environments. My experience in agency, start-up, banking and UX team management have helped me successfully deliver in different sized companies. I strive to implement thoughtful UI and UX that can benefit from psychology and ergonomics. Expert level skills in wireframing, with Axure, Figma, Sketch, XD and InVision, Photoshop, Illustrator. Solid design skills as well. I am light hearted, glass half full creative person in and out of work.

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

## 2019 - Present **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 iterate and 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**

**Lead Interactive Developer & UI Designer (Intern converted to employee)**

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

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

## 2008 - 2013 **BFA UX & Digital Design - Cum Laude (Academy of Art University)**

Hill High, Johannesburg, South Africa - Graduated 1991

## 2000 - 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.

## Hobbies

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