LOU DEMARINIS

INTERDISCIPLINARY DESIGNER

WORK EXPERIENCE

Lead UI/UX Designer

Lincoln Learning Solutions, Rochester, PA | June 2019 - Present

Creating interfaces and experiences for data heavy applications rooted in Design Thinking principles that are research driven and user-centric

Integrated Design Sprints and Lean UX principles across 3 Agile teams

Conduct user research, interviews, and focus groups to inform design solutions

Led a multi-discipline team in developing a new company brand

Lead Visual Designer

Lincoln Learning Solutions, Rochester, PA | June 2015 - June 2019

Improved application experience and was responsible for design assets across 2 application interfaces

Optimized design to development by integrating user feedback, defining design principles, and creating a digital design system

Supported the marketing team with the creation of style digital/print assets

Web App & Graphic Designer

Lincoln Learning Solutions, Rochester, PA | January 2009 - June 2015

Coordinated with engineers to ensure software and code solutions aligned with wireframes, prototypes, and mockups

Developed application HTML, CSS, and jQuery code bases

Designed application assets and sales material

3D Artist

Lincoln Learning Solutions, Rochester, PA | June 2006 - January 2009

Modelled characters, vehicles, and props for supplemental 3D games Developed plugins to streamline art to in-game element workflow Lead character animator and responsible for terrain generation/mapping www.louisdemarinis.com ldemarinis@gmail.com 330-565-4842

EDUCATION

B.S. in Biology College of Charleston 3.8 GPA | 2012 - 2021

B.F.A. in Art & Technology Youngstown State University 3.5 GPA | 2001 - 2006

TALENTS & SKILLS

Prototyping UI/UX Design Human-Centered Design Information Design Research and Data Analysis Agile & Scrum Methodologies HTML SASS/CSS jQuery

Adaptable Self-motivated Quick Learner Teamwork & Collaboration Communication

TOOLKIT

Figma Sketch Adobe Creative Suite Visual Studio Suite Azure Dev Ops