PROFILE

My name is Morgan Blair, and I am a multi-discipline designer who thrives when presented with the challenge of a puzzle that hasn't been solved. There is more crossover between disciplines than people consider. Only hrough clear communication, and genuine interest in other skills and disciplines will a business thrive. I am a firm believer that form follows function, however I don't believe this means that designs cannot be elegant or beautiful due to physical constraints.

MORGAN BLAIR UX / UI DESIGNER

EXPERIENCE

RE - Kent Washington – Feb 2019 - Present

Title: UX/UI Designer

- Manage brand pages such as Yeti, REI Co-op, Patagonia, Arc'teryx, ect.
- Build cross platform animations to better promote REI sales and events
- Create and manage site-wide designs including REI homepage
- Implement integrated design with production for optimal user experience
- Develop Sketch/Abstract tool libraries to streamline asset production

Xome - Bellevue Washington – Aug 2016 - Feb 2019 Title: UX Designer

- Design logo/site/app in coordination with development team
- Create wireframes, prototypes, product use cases and requirements
- Work with clients in financial and real estate sectors to create designs that represent all brand guidelines

CONTACT

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206-280-1117 +1

andrew.kilgore.davidson \sim @gmail.com

SOCIAL MEDIA



www.blairmakes.com

• Design lead on accounts such as LoanDepot and Bank of America

Xome Bellevue Washington - July 2015 – Aug 2016

Title: Infrastructure IT Technician & Application Admin

- Work directly with C level executives / B.I. team to create and implement reporting system to better organize and act on incoming data.
- Develop / implement processes for approvals and change management in coordination with Service Now
- Manage ZenDesk, Zopim, Apptentive, Myndbend, Five9, Service Now, and Nexmo accounts to manage and improve applications

AWARDS

University of Idaho - College of Art and Architecture

- Mentorship Award (Virtual Technology & Design) 2014 2015
- Leadership Award (Student Congress P.R. Coordinator) 2014 2015
- Student Leadership Award (Visual Arts Community) 2014 2015

SKILLS

Software – College of Art and Architecture

- Adobe Photoshop
- Adobe After Effects
- Adobe Illustrator
- Unreal 3D
- Z-brush
- Unity 3D
- 3DS Max
 - Microsoft Sharepoint Figma
 - Motiv Motion Capture
 JavaScript
- Sketch







EDUCATION

Bachelors of Science – University of Idaho Degree: Virtual Technology & Design

- Heavy emphasis in fine arts and 3D modeling as well as technical design
- Computer science and technical/user optimization for products developed
- Study of VR, motion capture, and other pioneering visual technologies for use in multi-media products