



Anabel Leva

Web & UI Designer

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I am an intermediate Web & UI designer looking to bring my passion for great design to a collaborative team, where I can continue to learn while working on creative and interactive projects that engage people through innovative design and go beyond their expectations.

Work Experience

KBS+ Contract UI Designer JUNE 2017

As a Contract UI Designer I worked closely with the Art Director to design the desktop and mobile experience for a large scale website. We were provided basic wireframes which we transformed into high-fidelity mockups that were handed off to developers.

We were also tasked with adapting their brand to meet the Accessibility Standard for Information and Communications.

OMNIGON COMMUNICATIONS Production Designer APRIL 2016 // JUNE 2016

As a Production Designer I worked closely with senior designers to support them throughout the design process. My main responsibilities were modifying iOS designs for Android and revising designs based on client feedback. I also worked on internal documents, presentation decks, and ads for print and web.

During team status meetings I learned about user experience strategy and product management.

KIRA TALENT Marketing Designer AUGUST 2016 // MARCH 2017

As the Marketing Designer I worked closely with the product designers to update and maintain a strong, consistent brand. I was responsible for creating all the marketing collateral including landing pages, e-books, and campaign assets.

While working on large scale projects I ran and participated in design sprints, attended user feedback sessions, and worked closely with the product manager.

DRAWSPLASH Full Stack Designer JULY 2014 // MARCH 2016

As a Full-Stack Designer I was an integral part of the development team and was responsible for the design of all products and applications.

I worked closely with the CEO and developers to understand their target users and create experiences that are enjoyable for them. I was provided the flexibility to work on a variety of projects and constantly learned new skills to get projects done more efficiently.

Education

FRESHTILLED SOIL Growing Design Sprints SEPTEMBER 2016

BITMAKER Intro to UX Design FEBRUARY 2016

GEORGE BROWN COLLEGE Graphic Design SEPTEMBER 2012 // APRIL 2015

LADIES LEARNING CODE Introduction to JavaScript MARCH 2014

LADIES LEARNING CODE Introduction to HTML & CSS SEPTEMBER 2013

SENECA COLLEGE Digital Media Arts SEPTEMBER 2010 // APRIL 2012

HENRY'S SCHOOL OF IMAGING Introduction to Food Photography DECEMBER 2012

Awards

ASSOCIATION OF REGISTERED GRAPHIC DESIGNERS Provisional RGD JUNE 2016 // PRESENT

PROTOHACK #DesignTheSix Third Place Finalists JUNE 2016

ADOBE DESIGN ACHIEVEMENT AWARDS Packaging Semifinalist MAY 2015

Skills

PRIMARY	UI DESIGN	UX STRATEGY	WEB DESIGN	WEB DEVELOPMENT	TYPOGRAPHY
	ART DIRECTION	CREATIVE DIRECTION	PHOTOGRAPHY	PRODUCT MANAGEMENT	
SECONDARY	ADVERTISING	EDITORIAL DESIGN	CORPORATE DESIGN	BRANDING	
	PACKAGE DESIGN	PHOTOMANIPULATION	ILLUSTRATION	INTERACTION DESIGN	
TOOLS	MAC	PC	PHOTOSHOP	ILLUSTRATOR	INDESIGN
	SKETCH	XD			
	INVISION	HTML 5	CSS 3	BOOTSTRAP	SASS
	JAVASCRIPT	JQUERY			
	PHP	AFTER EFFECTS	PREMIERE PRO	WORDPRESS	HUBSPOT
	NIKON				