



Anabel Leva

UI & UX Designer

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I am a multidisciplinary UI & UX Designer looking to bring my passion for amazing design to a fast-paced and collaborative team, where I can continue to learn while working on interactive projects that engage users.

Work Experience

FREELANCE

UI/UX & Visual Designer

JUNE 2017 // CURRENT

I worked with several agencies like **KBS+**, **BTA Advertising**, and **Pivot Design Group** as a freelance UI/UX and Visual Design contractor.

In this fast-paced environment I became an instant member of the team and was able to dive straight into projects. I worked closely with senior designers and project managers to design high fidelity mockups, wireframes, user experiences, and various marketing materials.

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

#DesignThe6ix Third Place Finalists

JUNE 2016

ADOBE DESIGN ACHIEVEMENT AWARDS

Packaging Semifinalist

MAY 2015

Skills

PRIMARY	UI DESIGN	USER EXPERIENCE	WEB DESIGN	TYPOGRAPHY	PROTOTYPING		
	WIREFRAMING	INTERACTION DESIGN	ART DIRECTION	WEB DEVELOPMENT			
SECONDARY	AGILE/LEAN DESIGN	JOURNEY MAPPING	USER TESTING	DATA VISUALIZATION			
	STRATEGY	BRANDING	MARKETING DESIGN	ILLUSTRATION	PHOTOGRAPHY		
TOOLS	SKETCH	INVISION	PHOTOSHOP	ILLUSTRATOR	INDESIGN	LUCIDCHART	
	XD	UXPIN	REALTIME BOARD	HTML 5	CSS 3	BOOTSTRAP	SASS
	JAVASCRIPT	JQUERY	PHP	WORDPRESS	GITHUB	AFTER EFFECTS	