

I'm Dave Lilly

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Specializing in UX/UI design, I craft user-centered digital solutions to boost engagement. Whether supporting small businesses or driving innovation in enterprise applications, my skill in understanding users and refining a strong UI results in seamless, engaging experiences.

📁 Experience

Sherpa 6 UX/UI Engineer (2022-2023) - Agile 5G Product Team

- Collaborated with a team of developers to sustain primary products by providing wireframes, prototypes, and comprehensive designs for new features, ensuring functionality, visual consistency, and brand integrity.
- Interfaced with end user advocates to identify and articulate system requirements, prioritizing inclusivity and adherence to WCAG accessibility standards for user-centric product design across various platforms, including mobile, desktop, and responsive interfaces.
- Contributed to efficient project management by assisting the team with ticket planning, estimation, QA testing, and user-guide documentation, enabling smooth project workflows and stakeholder alignment.
- Established and managed a living Design System for the primary product, focusing on the creation of reusable, user-friendly design patterns while working collaboratively with teams and stakeholders to ensure developer compliance and user satisfaction.
- Supported observational study sessions and conducted group interviews to gain insights into user interactions with applications across different mission phases, enhancing user-centered design decisions.

BlackRock/Cachematrix UX Designer/UI Engineer (2015-2022) - Agile SaaS Product Development Team

- Applied UX best practices to wireframe natural user flows and develop journey maps, enhancing product usability and user experience.
- Executed prototyping of new features for desktop and mobile web apps, ensuring adherence to technical specifications and readiness for development.
- Balanced speed and reliability in product development by designing UI with interactions, verifying technical feasibility while prioritizing the user's best interest across the platform.
- Identified and maintained a dynamic style guide and pattern library in collaboration with the senior development team, ensuring consistent interactions and design coherence.
- Advocated for users while, collaborating seamlessly with product managers, business analysts, and developers to create scalable solutions with easily manageable and maintainable code.
- Produced mock-ups aligning with internal and client specifications, implementing code that meets predefined requirements.
- Standardized the UI of the commercial sales website.

Sonlight Curriculum Sr. Graphic Designer (2007-2015)

- Spearheaded the UX/UI design efforts for a testimonial search tool and web store, ensuring an intuitive and visually appealing interface.
- Guided website and landing page design with UX support and asset creation for a cohesive and engaging online presence.
- Orchestrated the CX for a buy-back campaign, addressing both customer and internal personnel needs.
- Led the comprehensive redesign of the flagship product, accompanied by the creation of a quick-start guide to streamline user onboarding.
- Developed and managed brand visual standards, ensuring consistency across various platforms and materials.
- Managed the layout, production, and delivery of diverse collateral, including trade show banners, signage, catalogs, motion graphics videos, presentations, responsive web design, emails, banner ads, social media graphics, and landing pages.
- Played a key role in the development and implementation of new visual brand identity strategy throughout the company.

🧠 Cognitive Skills

Product Design	Wireframes
Mobile Design	Prototyping
Design Systems	UX Design
Interaction Design	User Flows
Responsive Design	Front End Dev
UX/UI Design	Branding

🛠️ Technical Skills

Adobe Suite	HTML
MS Office	CSS/SASS
Figma	JS <small>Beginner</small>
Sketch	After Effects
Balsamiq	Jira
Axure	Confluence

🎓 Education

Columbus College of Art & Design
(2001-2004)
BFA in Illustration (Graphic Design)

