



David Utt  
UX & UI Designer

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## Objective

My goal is to achieve harmony and increase empathy by focusing on human experience. I aim to augment universal human values through adapting digital experiences in our day to day experience on all tiers of social engagement. This is done through deep social, cultural and technology research collaborating with experts in the tech industry and end users throughout the process.

## Tools & Skills



UX/UI



Sketching



FlowChart



HTML/CSS



Presenting



Research



3D



Interactions

## Education

### Parsons School of Design

Sep. 2015 - May 2017

**MFA - Design and Technology - GPA 3.85**

Developed proficiency in design and development for physical and mobile products. Improving UX capacity in research along with user-testing settings.

### Rochester Institute of Technology

Sep. 2011 - May 2015

**BFA - New Media Design - GPA 3.30**

Created mobile, websites, and product interfaces. Centralizing my work on UX design practices with prototypes, empathy maps, and site maps.

## Experience

### Freelance Designer

Mar. 2015 - Present

**Iconography, UX, Web and Mobile Design**

Remote designer for a wide range of products and services, as well as consultant for companies on current and future design projects.

### Insomniac Design

Jun. 2014 - Sep. 2014

**Web Designer**

I created websites and assets for the UN, World Bank, and local businesses. Leading research, asset development, website designs and interaction models.

## Collaborations & Exhibitions

### IBM Watson - Interface Cog. AI

May. 2017

Collaborated with UX Designer from IBM Watson and UX Researcher from Bell Labs exploring UX/UI of live cognitive data and applications of deep learning.

### Parsons x China Panorama

May. 2016

A 6-month collaboration with students from the Sichuan Institute of Fine Arts, developing experiences around the concept of, Panorama.

### A+E Networks & Parsons: History Design Jam

Nov. 2015

**Runner Up - Most Innovative Concept**

Working in three person team we made a design concept, around "Interactive History", this was presented to A+E executives and design leaders.