Timothy Harrison

timothyw.harrison@gmail.com | Portfolio: twhweb.com | Maynard, MA | 860-716-0841
For immediate recommendations, please see: LinkedIn Profile

UX / UI DESIGN | FRONT-END DEVELOPMENT | PRODUCT DESIGN | ILLUSTRATION

Versatile and creative UX Professional with extensive experience in product design, UX research, front-end development, and graphic design. A demonstrated proficiency in UX concepts and processes, and the ability to leverage emerging technologies and frameworks to improve experiences for all users.

Summary

Leadership & Collaboration: Recognized by colleagues for being a highly collaborative, dependable, and quality focused designer who not only communicates effectively with cross-functional partners but is quick to mentor and coach junior team members, ensuring quality outcomes and experiences for stakeholders.

Additional Technical Skills: Interaction Design, Data Visualization, User Research, Prototyping, Mockups, Wireframing, Design Systems, a11y + i18n, Illustration, Graphic Design, Typography, Presentations, A/B Testing

Tools & Platforms: Figma, Adobe XD, Affinity Designer, Adobe Photoshop, Adobe Illustrator, Adobe After Effects, Material Design, HTML5, CSS3, Sass/SCSS, Tailwind, JavaScript, Typescript, Angular, React, Vue.js, Docker, Node.js, Express, AWS S3, AWS EC2, MongoDB, npm, Git, Github, Bitbucket, Jira, Confluence

Professional Experience

Avalere Health | Boston, MA   July 2017 – May 2024

Senior UX Designer (2020-2024)

UX Designer / Front-End Developer (2017-2020)

Promoted to Senior UX Designer for heRo3, a ground-breaking data visualization and health economics modeling SaaS product, in use by over twenty top Fortune 500 pharmaceutical companies and academic institutions worldwide

- Led product design team from inception to initial release, managing design requirements, deadlines, and deliverables
- Participated in strategic planning and design decisions related to application goals and direction
- Collaborated with partners and stakeholders to plan, refine, and develop dozens of new features annually based on user feedback and testing
- Used industry standard graphics tools, including Figma, to design, deliver, and present high quality wireframes, mockups, and prototypes to stakeholders and business partners
- Crafted a user interface to manage complex, high-density economic models, enabling the creation of insightful and impactful data visualizations to quickly guide users to informed outcomes.
- Created UX interaction animations, example demos, and marketing materials to boost user engagement and drive new sales of the product, increasing user count over 300% in just 6 months
- Conducted extensive user research through interviews, custom surveys, and group sessions to inform UX requirements for features in the design pipeline, as well as A/B prototypes testing and heatmaps using Maze
- Developed and maintained product design system in Figma and coordinated with the front-end development team to implement it in Storybook, ensuring UI consistency, scalability, and faster development cycles by using reusable components, standardized color palettes, typography, and interaction patterns.

- Implemented and tested accessibility (a11y) best practices, ensuring compliance with WCAG 2 AA standards and improving usability for diverse users, including those relying on assistive technologies.
- Front-end implementation of designs using Angular, Typescript, HTML and CSS/SCSS on a Node.js/Express stack. DevOps tools included a local containerized Docker environment utilizing AWS ECS/S3 for compute and storage tasks, and Github for version control
- Worked alongside a team of software engineers in an Agile environment to coordinate and implement customer-facing features from design to production. Project management, ticketing, and milestone tracking was done using Jira, and developer documentation written in Confluence
- Animation and motion graphics production for multiple trade shows and marketing campaigns, primarily using Adobe Creative Suite and Adobe After Effects

WEVO | Boston, MA   February 2017 – May 2017

Visual Front-End Developer (Contract)

- Implemented designs and lead front-end development for WEVO's new AI-driven marketing insights SaaS platform
- Front-end development using a combination of HTML5, CSS3/SCSS, JavaScript/JQuery, and Pug templating
- Used Highcharts API to create custom data visualizations of demographic and user information
- Worked in collaboration with back-end developers on a node.js/Express framework
- Using Adobe Creative Cloud, coordinated with project manager and designer to quickly implement pixel perfect designs
- Performed quality assurance, issue tracking, and versioning using Git/Bitbucket and JIRA

PartyLite | Norwell, MA   October 2016 – February 2017

UX/Web Developer (Contract)

- Lead designer and developer, tasked with redesigning and overhauling an existing multilingual/multinational training website for a pioneer in the direct sales industry
- Created a new responsive and accessible design, reducing size of code base by over 50%
- Development included internationalization (i18n) support, enabling seamless localization for multiple languages and cultural contexts
- Implemented static site build process using the Hugo framework to be compatible with existing server infrastructure (AWS S3,) improving turnaround on development tasks tenfold and allowing localized versions of the product to be deployed with one click.
- Greatly improved user experience with shorter load times, reduced user clicks, and cleaner design
- Modernized development platform using HTML5, CSS3/Sass(SCSS), and JavaScript/Jquery to increase performance and accessibility
- Streamlined build process by implementing automated development pipeline with Gulp and npm

Education

Alfred University | Alfred, NY

BFA in Graphic Design