

Steph Parrott

PRODUCT DESIGNER

PORTFOLIO

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ABOUT

A Canadian product designer based in San Francisco with 6+ years of experience designing across a wide variety of screens - from product design for the web and mobile to motion design for game consoles and television.

My interests lie at the intersection of design, technology and storytelling - stemming from the moment I discovered digital photography with my dad's Apple Quicktake.

EDUCATION

CodePath

iOS SWIFT FOR DESIGNERS · FALL 2015

An 8-week bootcamp in San Francisco, where I learned the fundamentals of Swift to build fully interactive iOS app prototypes in Xcode.

Ryerson University (Toronto)

BACHELOR OF ARTS,

RADIO & TELEVISION ARTS · 2006 - 2010

Specialized in digital media, covering video editing and compositing, 2D animation, motion graphics, web design and development.

SKILLS

Design: Sketch, Photoshop, Illustrator, Indesign.

Programming: HTML, CSS, Javascript, Swift, Processing, Framer.js.

Video: After Effects, Premiere Pro, Final Cut Pro.

EXPERIENCE

Box

PRODUCT DESIGNER · 2015 - PRESENT · SAN FRANCISCO

Working closely with Box Platform product managers and engineers to redesign the Box developer console, onboarding flows, documentation, and app gallery. Designing new content experiences in Box for 3D models, HD video, 360-degree photos and videos, document annotations, document watermarking & more.

Verold (Acquired by Box)

UX / UI DESIGNER · 2014 - 2015 · TORONTO

Led the UX & UI redesign of the Verold marketing site. Led usability testing and beta programs to gather product data and qualitative feedback. Prototyped a responsive 3D learning app for an education client using the Verold 3D engine.

Transit App (Real Ventures Fellowship)

DESIGN FELLOW · 2014 · MONTREAL

Participated in the first cohort of the Real Ventures Fellowship, a 10-week program of workshops, while working with Montreal startup Transit App. Designed mock-ups for Transit's marketing site & prototyped Transit Screen—an extension of Transit App for public spaces.

Soho Productions (Microsoft Studios)

MOTION DESIGNER · 2011 - 2013 · LONDON

Motion graphics designer and video editor on Kinect Sesame Street TV for Xbox Kinect & Surface. Prototyped UI interactions & produced motion designs for the Upload Studio app on Xbox One. Created external video marketing materials for high-profile video game conferences.

Zoomermedia

ONLINE CONTENT EDITOR · 2010 - 2011 · TORONTO

Responsible for creating, developing and managing online content for Zoomermedia's radio station websites and social media platforms. Tracked and reported on site metrics with Google Analytics.