# Paul Hiam
Designer | Developer

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### UX Designer
2021 - 2022  |  **Warecorp**
Designing websites & apps with an Agile team.
Lead UX designer on Fanfair mobile app.

### UX Designer / Creative Technologist
2020 - 2021  |  Angle & Distance, Freelance
Consulting on multiple projects with UX, application
design, prototyping & web development.

### Designer: UX & Digital
2017 - 2020  |  International Rescue Committee
Designer on digital team (Agile) for global websites.
Applied coding, animation, prototyping & design systems.
Developed pattern library for multi-lingual websites.

### Web Developer & Lead UX Designer - Contract
2016 - 2017  |  Sherle Wagner
Designed and built a luxury brand website. Lead UX
and front-end Development and project management.

### VR Research and Prototyping
2015.9 - 2016.01  |  VR Lab NY (Samsung)
Researched interactive storytelling in VR and co-developed
VR piece for a show at Samsung SoHo studio.

### Designer - Graphic & Web
2013 - 2014  |  Freelance
Completed a range of projects for NGO's and
Social Businesses focused on websites and branding.

### New York University
2014 - 2016
**MPS,** Interactive Telecommunications Program
Degree in interactive technology design

### General Assembly
2014.4 - 2014.8
**Bootcamp,** Web Development Immersive
Completed projects using Ruby on Rails,  Node.js,
API's, Front-end frameworks

### Wesleyan University
2005 - 2009
**BA.** East Asian Studies
Classes in Digital Media, Design, Studio Art

## Skills
UX Design
Interaction Design
Web Development
Prototyping
Animation
VR

## Tools
Adobe CS
Figma, Sketch, InVision
HTML + CSS
Sass, BEM
JavaScript, Node, React
Adobe ExtendScript
Unity