

BEN DANSBY UX/UI DESIGNER

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I was reared from birth to appreciate good interaction design. Growing up in a Mac family, I developed a deep love of intuitive user experiences and a healthy persecution complex being an Apple fan in the 90s. Hoping to cash in on the dot-com boom, I started my own web design company in eighth grade, several months before the dot-com crash.

Undaunted by such early calamities, I have pursued my interest in design and technology ever since, arriving at UX and UI design as my calling after getting educated and working in print, web, and motion.

I really love looking at, learning about, creating, and using (good and bad) user interfaces. I'm interested in everything from big picture interaction patterns to the appropriate difference in value between the top and bottom stops of a background gradient. I want to make stuff that's easy to use and nice to look at.

SKILLS

Interface design
Information architecture
Prototyping
User stories
Visual design
Motion design
Copywriting
HTML + CSS / Less / Sass

NON-SKILLS

Icon design
Illustration
Logo design
JavaScript

EDUCATION

BFA, Visual Communications
Truman State University, May 2008

MFA, Visual Communication Design
Kent State University, August 2010

EMPLOYMENT

NoRedInk

September 2016 - Present

Helping teachers teach and students learn strong writing skills. UI, UX, IA, and visual design.

Freelance UX Designer

January 2016 - September 2016

Independent consulting on projects for clients including LOYAL3, T-Mobile, Dentons, Nextlaw Labs, QualMet Legal, and Parkside Group.

LOYAL3

March 2013 - December 2015

A fee-free brokerage that provided access to IPOs for everyday investors where I worked on information architecture, UI, and visual design for the web app, iPhone app, and internal tools.

Momentum Design Lab

September 2010 - March 2013

I helped design and redesign the enterprise and B2B web apps of clients including Sony Playstation, Stanford Hospital and Clinics, John Deere, Wizards of the Coast, Krux Digital, Schilling Robotics, and YieldEx. I usually did the UI design, sometimes the visual design, and sometimes both. I also created site maps and user flows to define the architecture for some of the apps I worked on.