



# Chase O'Grady

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## Education

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Savannah College of Art and Design, Savannah, GA, BFA Graphic Design May 2014  
Savannah College of Art and Design, Savannah, GA, BFA Sound Design May 2007  
Northern Oklahoma College, Oklahoma City, OK, Certification of Completion June 2002



## Employment

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Bioworld Merchandising  
Senior UI/UX Designer Irving, TX  
Dec. 2016 - Current

Team lead/manager for design and development of the IoT division, launching mobile applications. Establishing a smartwatch division of licensed smartwatches including fully custom user interfaces, gamified health services, and enriched content for the user. Creating new structures and systems for mobile applications. Designing supporting websites. Developing protocols for quality assurance and user acceptance testing.

Fossil Group  
UI/UX Designer Dallas, TX  
March 2016 - Dec. 2016

Working from a white label process to create mobile apps for wearable technology. Developing software interface for data driven activity tracking. Understanding functions of wearable hardware and creating visual solutions for logged data. Building flow charts, UX studies, and user personas. Designing creative solutions for graphical charts. Working with internal teams and licensors of various fashion brands.

JCPenny's  
UI/UX Designer Plano, TX  
Feb. 2016

Designing of a responsive website for the appliances division, while working within the JCP style guide and brand DNA. Responsible for wireframing both whiteboard and lo-fi, as well as building comps for the product detail page and various other pages. Making UI based decisions on certain aspects of the app. User ability testing for web, iOS, and Android. Looking to improve the end users experience and creating a effortless flow.

PointBurst  
UI/UX Designer/Visual Designer/Project Manager Dallas, TX  
Aug. 2014 - March 2016

Creating white label mock ups for potential clients. Logos for third party clients. Making new functionalities for existing native apps. Working user interface and user experience to achieve maximum potential. Building mock ups, wireframes, and prototypes for the next version of the PointBurst clone or parent app. Creating one pagers and funding decks. Working with mobile, front-end, and middle developers to achieve the goals of the project.

## Honors & Awards

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Deans Honors List  
March 2013 - May 2014  
Diversity Scholarship  
February 2012 - May 2014  
Portfolio Scholarship  
February 2012 - May 2014

## Skills

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User Experience  
Software Development  
User Interface  
Management  
Marketing  
Directing  
Training  
Conceptual  
Drawing  
Illustration  
Design  
InVision  
Pixelate  
Sketch  
After Effects  
Edge Inspector  
Media Encoder  
Edge Reflow  
Illustrator  
InDesign  
Photoshop  
Flash

Aperia Solutions  
UI/UX Designer Richardson, TX  
Jan. 2016 - Feb. 2016

Web based solutions for a HIPPA compliance service. Evaluating the data, determining hierarchy for client entry and presentation to the end user. Creative visual representation for graphical based information. Building a study guide for web and print media. Creating print based materials for trade shows to build the service's brand.

BuzzNog  
UI/UX Designer/Visual Designer Dallas, TX  
Nov. 2014 - Jun. 2015

Finding a perfect integration between music and social interactions. Creating user interface and user experience for a native app. Making mockups for the next version of the native apps that carried through to iOS and Android for phones, tablets, and wearable devices. Building wireframes and working user flow with the team to achieve the desired goal. Creating logo and branding for the BuzzNog company.

Caliber Property Group  
UI/UX Designer/Art Director Oklahoma City, OK  
Nov. 2012 - Jan. 2015

Property promotions; flyer's, brochures, ads, mail-outs, database entry, window & property signs, design layout, and hierarchy. Web & social network upkeep; adding & editing of Caliber's website, Facebook, LinkedIn and other real estate services. Conceptual thinker; logo/branding development and marketing tools. Designing marketing strategy and fresh ideas to increase the number of property sales or leases.

Ackerman & McQueen  
Graphic Design/Audio Mixer Oklahoma City, OK  
Jul. 2010 - March 2011

Audio; mixing during the broadcast, microphone setup and adjustments, decibel corrections and sound equalization. Prepping and arranging musical backing for the broadcast. Graphic Design; daily data input for all content of the show, formatting and text setting of all content, prepping animated graphics, organizing, editing and formatting of all photography for the broadcast.