
Kurt Ross

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SENIOR MOBILE UI DESIGNER – SYNCHRONY FINANCIAL – MAY 2023 - PRESENT

- Defining the UX and creating pixel-perfect designs for Synchrony's iOS and Android banking apps.
- Working closely with development to implement and assure quality of mobile designs.

UX MOTION DESIGNER – AMAZON – MAY 2020 - JANUARY 2023

Alexa Device & Services Design Group

- Designed and implemented interface animation to make Echo Show devices more functional and lovable.
- Created a framework to improve the consistency and quality of animated experiences on Amazon's multi-modal (i.e. voice & touch controlled) devices.
- Redesigned the core system controls for Echo devices.
- Designed, tested, and worked with several development teams to implement an experience that re-imagines how customers can search the internet using their Alexa devices.

Last Mile Products & Services

- Developed two motion design systems: one UX motion system to up-level mobile experiences that Amazon delivery drivers use, and a VX motion system to standardize vector animation used for communication and guidance experiences.
- Created animated hero images, micro-interactions, static illustrations, 3D imagery, animated guidance videos, and worked with development teams to implement UI animation.

FREELANCE MOTION & UX DESIGN – MAY 2019 - MAY 2020

- I have worked on a wide range of projects for various clients such as World Famous, Xactly Medical Devices, The Glossary Design Studio, Three Strings Productions, and Bedrock Film Works.

PRODUCT DESIGNER - NOX HEALTH – MARCH 2018 - MAY 2019

- Informed the design and functionality of a suite of automated software tools used for the diagnosis and treatment of obstructive sleep apnea and other sleep-related conditions.
- Developed UX prototypes and animated mockups to gain stakeholder buy-in and worked directly with a small development team to implement designs.

MOTION GRAPHICS ARTIST – PBS SPACE TIME – APRIL 2017 - MARCH 2018

- Designed motion graphics for a 2.8 million subscriber YouTube channel about astrophysics, using 2D & 3D animation to explain the physical nature of the universe.

MOTION DESIGNER – ROOT HOUSE STUDIO – JUNE 2015 - APRIL 2017

- Created interactive animated experiences, websites, and animated videos for various clients including the Denver Science Museum, City of Longmont, the American Gut Project, Zayo Group, The Hudson Meng Education & Research Center, and several product starter campaigns.

MOTION DESIGNER, STREAM LEARN – AUGUST 2014 - SPRING 2015

- Redesigned an online statistics course by translating written academic content into accessible animated videos.

3D ANIMATOR, FISKE PLANETARIUM – AUGUST 2013 - SPRING 2015

- Produced 3D animations for a "fulldome" format production about a device on the Hubble Space Telescope called the Cosmic Origins Spectrograph.

PRIMARY TOOLS

ADOBE CC, FIGMA, CINEMA 4D

EDUCATION

UNIVERSITY OF COLORADO, BOULDER, CO - B.A.

INDIVIDUALLY STRUCTURED MAJOR: DIGITAL MEDIA AND MOLECULAR BIOLOGY