



drewcovi.com

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## Skills & Expertise

- Studio leadership and team engagement
- Advocating and educating across businesses for best UX practices
- Wire-framing & information architecture (Omnigraffle)
- Visual Design (Sketch & Adobe Suite)
- Prototyping (InVision & Principle, XD)
- Responsive layout (CSS3 & Bootstrap)
- Single page web apps (Ember.js, React, Angular)
- Agile design & development
- Backend development (LAMP stack & Node.js)
- Design systems (InVision DSM & Honeywell DLS)
- Hardware prototyping (Raspberry Pi, Lights, Sounds)

# drew covi

## Profile

From user research, content strategy, and information architecture, to design concepts, hardware prototypes, and front-end development; I focus on building systems and processes to allow creative teams to thrive.

With 16 years of experience in the industry, I've served in small and large agencies to deliver for clients large and small. I've also served as in-house for corporations, and small startups. I've routinely facilitated SAFe & agile workflows.

## Experience

### UX Lead & Principal Designer, US Bank; 2018—Present

Lead teams and organize design deliverables while setting a vision for the future of the authenticated online banking experience. Work across practices and in tandem with product teams to set objectives and plan upcoming feature work.

### Lead & Manager, Digital Design & UX Engineering, Resideo; 2018—2020

Managed a team of high caliber designers while defining platforms to accelerate high-fidelity prototypes in the IoT space. Brought designs into the real world with single board computers, lighting, & sound. Shipped a portal to service Resideo and Honeywell's home pro contractors.

### Lead & Manager, Digital Design, Honeywell; 2014—2018

Managed and worked alongside digital product designers in-studio, establishing best practices and systems and tools to scale. Orchestrating student events and building plans for individual improvements. Delivered a global worker safety web app and an entirely new home security system. Contributed to and shipped a design language system. 20% Management 80% IC.

### Design Director, Front-end Developer, Founding Consultant; 2008-2015

Provided direction, design and responsive layout for startups that crowdsource 3D printing, gameify music discovery, & text when your table is ready. Launched sites for Print-a-Thing (active), Plumspotter (reached thousands of daily users), and MobileWait (acquired).

### Senior Interaction Designer, Clockwork; 2010-2014

Leveraged responsive frameworks, planned and strategized execution of web applications and sites. Planned, designed and implemented user interfaces with a focus on elegant animation and simplicity. Shipped 8 sites across healthcare, commerce & non-profits.

### Interactive Designer & Developer, Riley Hayes Advertising; 2008-2010

Worked with Delta, and Ceridian and smaller businesses to design and implement experiences. Lead a team overseas to focus on best practices delivering a human resources application.

### Interactive Designer & Developer, Vetta-Zelo; 2006-2008

Served as designer developer for websites, interactive tours, kiosks and portable surveys. Shipped 7 sites and experiences serving restaurants & public events.

## Education

BS, Graphic Design — University of Minnesota, Twin Cities, 2005

## Certifications

MBA Essentials Certificate — University of St Thomas, 2016

Six Sigma Green Belt, 2014

BSA Eagle, 2000