SONOVA MIDDLETON
DESIGNER & DEVELOPER

CONTACT

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SKILLS

Web/Mobile Design

UI Design
UX Design
Product Design
User Research
Design Systems
Interaction Design
Information Architecture
Storyboards/Wireframes
Web Prototype Design
Mobile Prototype Design
Responsive Web Design/
   Development
Mobile Web Design/
   Development
Front-End Development
HTML/CSS/Bootstrap
Video Conversion

Software

Figma
Adobe Dreamweaver
Adobe XD
Adobe Photoshop
Sketch
Marvel
Pinegrow Web Editor
InVision
Zeplin
Adobe Illustrator
Github
Xcode

Programming

Swift
Objective-C
Git
JavaScript
PHP
MySQL/SQL

SENIOR UI/UX DESIGNER, PRODUCT DESIGNER, VISUAL DESIGNER, WEB/MOBILE DESIGNER, MOBILE/FRONT-END DEVELOPER

15+ years of experience delivering creative and intuitive web and mobile products, with a prototyping skillset. Expertise in designing beautiful user experiences that fulfills the user's needs with a clear understanding of web/mobile technologies. This allows seamless collaboration with developers while utilizing strong communication skills to ensure transparency with stakeholders.

EXPERIENCE

Mouse Live, Inc., Arlington, VA   2017 – October 2020
CO-FOUNDER

Chief Design & Operations Officer for MouseLive, a Mobile and Web Application for Live Music Event Creation. Spearheaded the design, product and development of the mobile and web applications from concept to beta launch.
  • Head of UI/UX Design team that was responsible for both strategy and visual design. Handled the entire design process of this app; ideation, research/analysis, branding, usability testing, concepts, interactive prototypes and approved final designs.
  • Managed a team of 10 developers, designers and testers to perform within deadlines and development goals.
  • Conducted user interviews to define the mobile and web applications' features and goals. Developed user personas to tailor the experience. Created storyboards, user flows, interaction flows, wireframes and requirements documents for the development team.
  • Directed design efforts of UI/UX Design team to create, evaluate, and iterate rapid UI prototypes for the MouseLive Landing page, mobile app, marketing materials and web app redesigns. We created personas, concepts, wireframes, design system - branding and style guides, and also produced final high-quality visual designs.
  • Created MouseLabs website to showcase our Design and Development talents.
  • Selected for a Startup Accelerator Bootcamp in Dublin, Ireland. I pitched the MouseLive app to companies including Google and major venture funds, as a result MouseLive was selected as a top finalist and raised an initial pre-seed round of $250,000.

Supernova8 Productions, Arlington, VA   2002 – Present
FREELANCE CONSULTANT

Senior Web/Mobile Designer - Conceptualize and customize web and mobile app designs after carefully evaluating a customer's objective, audience and pain points. Guide customers on the current web/mobile strategies and technologies available to suit their needs. Expertise in Responsive Web Design and Mobile Web Development.
  • Specialized in Web Redesign, by assessing the purpose, strong points and defects of the current website then implementing a new design and adding current interactive functionality.
  • Skilled in creating interactive prototypes of websites and mobile apps using tools, such as, Figma, Adobe XD, Marvel, InVision, Zeplin, Adobe Photoshop, Adobe Illustrator and Sketch. As a Graphic Artist, created logos and other graphic art for a variety of marketing tools and websites.
  • Web Developer - Developed front-end web pages and web forms with the use of HTML, CSS, JavaScript and PHP. Skilled in Web Editor tools such as Dreamweaver, Pinegrow, Wordpress and Squarespace. Customize and edit Bootstrap Templates. Install and modify Wordpress templates.
  • iOS Developer - Developed over 15 complete iOS Apps in Objective-C & Swift over the course of iOS Development bootcamp.

DESIGNER & DEVELOPER

SELECTED WORK

Supernova8 Website
supernova8.com
MouseLive Website
mouselive.com
Mouse Labs Website
mouselabs.co
Bēhance Portfolio
www.behance.net/sonova
MouseLive Web App v3 Prototype
marvelapp.com/hif77j4
MouseLive Mobile App v1 Prototype
marvelapp.com/biajg39
US Trustee Program (DOJ)
www.usdoj.gov/ust/

ADDITIONAL EXPERIENCE

Software Engineer
DOJ - US Trustees Program (Govt.)
Northrop Grumman
Falls Church, VA

Information Analyst
INS - SEVIS Program (Govt.)
Electronic Data Systems, Inc. (EDS)
Washington, DC

Web Administrator
Howard University
Washington, DC

EDUCATION

Bachelor of Science (B.S.)
Computer Science
Howard University -
School of Engineering

Mobile Engineering (iOS)
The Iron Yard, DC

iOS Bootcamp - Learned iOS programming; created multiple iOS apps using Swift & Objective-C.

EXPERIENCE (CONT.)

TEKsystems, Inc., Reston, VA   2018 – January 2019
PRODUCT DESIGNER, UI/UX DESIGNER (Contractor)

Fannie Mae - Product Designer for the Digital Customer Service (DCS) Project – Responsible for the UI/UX of internal web applications focusing on data analytics, design principles and user experience.

• Designed and developed interaction flows, wireframes, visual mockups, and prototypes for a multitude of Fannie Mae guides, tools, calculators, and dashboards for the DCS application. Used the InVision Prototyping tool to present these visual mockups/prototypes and delivered final design production-ready assets for development.

• Worked on redesigning the DCS Web-based Application based on user research and a restructuring of the site's architecture. This redesign was an improvement not only aesthetically but to its overall usability.

• Planned and executed usability testing, conducted requirements-gathering interviews, and incorporated user feedback into final product designs.

• Designed and implemented user surveys for user testing and observation studies with stakeholders and end users.

• Attended two-day LUMA System of Innovation Fundamentals workshop — LUMA Provides a flexible framework for practicing the discipline of human-centered design.

Capital One, McLean, VA   2015 – August 2017
SOFTWARE ENGINEER

iOS Developer and Software Engineer on the flagship iOS app for Capital One. Worked on three teams creating code and fixing defects for Enterprise and Card projects.

• Created Deep Linking and UT/Accessibility code for CreditWise feature and updated Spanish localization for Card focused features.

• Developed xAPI Micro service Integration code for Minimum Pay Zinger feature, and created Mapper with 100% Unit Test Code coverage for Card Entitlement Messaging Core feature in the Capital One Bank App.

• Fixed Accessibility, User Interface, Image, and Universalization Defects.

• Maintained proficiency in Software Engineering skills including Agile processes, Xcode, Swift 3.0, Storyboards, Mocktails, Xibs, Integration Tests, Unit Tests, Paw, Charles Proxy, Jenkins, SourceTree, Git, Github, JIRA, and Confluence.

SRA International, Inc., Washington, DC   2005 – 2013
SENIOR SOFTWARE ENGINEER

Lead - Web Designer | Web Architect | Front-End Web Developer
Supervised the USTWEB (DOJ - United States Trustees Program's External website) Redesign Project. The USTWEB website comprised of over 3000 web pages and 2700 Bankruptcy documents for the Executive Office and 21 Regional Offices located across the United States.

• Completed 3 USTWEB Redesign Projects on time - conducted each phase of research, requirements gathering, prototyping, design, development, testing, deployment, maintenance and upgrading.

• Conducted usability testing of USTP users to evaluate the proposed design and used customer feedback to help guide the direction of the new user-centered website.

• Created graphic design and branding for USTWEB Websites and Web applications.

• Trained in PHP, Drupal, Responsive Web Development and Mobile-Friendly Web Design/Development.