

Ben Bacon

Product designer

(806) 577-3729

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ben-bacon.com

Experience

UI/UX Designer, January 2019 to present

IBM – Austin, Texas

Currently I'm working on extending out IBM's design system for products in the AI Applications organization. I previously worked on an enterprise-grade computer vision product, IBM Visual Insights, and an open-source product for enterprise servers, OpenBMC.

I've led and overseen initiatives to update an application's legacy library to the company's design system. I work closely with the front-end developers to ensure delivery of design goals for products. I update layouts to maximize product's UI while retaining consumability and UX patterns. At the end of the design cycle, I am responsible for the final pass of all wireframes, ensuring they meet company design standards as well as maintain the UX flow.

Designer, May 2017 to January 2019

Multitracks.com – Austin, Texas

While at Multitracks.com, I was part of a design team of four that was responsible for marketing materials, web design, and product design. I created user-friendly interactions and experiences to help live musicians enhance their sound on stage.

References

Gabriella Lanning

Design Researcher

gabicampagna02@gmail.com

Derrick Ligon

Interaction Designer

hello@derrickligon.com

Michael Davis

Senior UX Designer

atx.michael.davis@gmail.com

Tools

Figma, Sketch, Adobe Creative

Suite, Principle, Invision, Github

Skills

UX design, UI design, visual design, wireframing, prototyping, icon design, design thinking

Education

Bachelor of Arts in Advertising, May 2014

Texas Tech University – Lubbock, Texas