

# CHRIS REEVES

AN EXPERIENCED **MULTIDISCIPLINARY** DESIGNER  
SPECIALIZING IN **UX & VISUAL DESIGN**

[WWW.MODCOLLECTIV.COM](http://WWW.MODCOLLECTIV.COM)  
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 713.899.2736  
 HOUSTON, TX

## EXPERIENCE

Mar 2019 - Present	<b>ExxonMobil (Contractor - TEKSystems)</b> <b>UX TEAM LEAD</b> Promoted to team lead responsible for fostering growth of team and driving UX strategy within the UIS CDS space. Currently shepherding UX support for key business ventures in Permian field development.
Jun 2018 - Mar 2019	<b>UX DESIGNER</b> Senior UX contributor responsible for supporting QuickApp framework team and providing creative solutions to business leads in UIS Computational Modeling & Data Sciences. Instrumental in expanding UX footprint in this space and mentoring junior designers.
Nov 2016 - Feb 2018	<b>IHS Markit</b> <b>ASSOC. DIRECTOR, PRINCIPAL UX/UI DESIGNER</b> Responsible for design oversight & leadership for all team deliverables, particularly visuals. Key contributor in the establishment of new modern design language & global pattern library. Oversaw overhaul of flagship Energy products leveraging new pattern library. Spearheaded unification efforts to bring new design language to mobile platform and new Upstream intelligence mobile app.
Jan 2013 - Nov 2016	<b>MANAGER, UX CREATIVE TEAM</b> Responsible for team's visual design outputs & mentorship of junior designers as well as promoting UX evangelism & establishing a design eco-system for Energy products.
Oct 2011 - Jan 2013	<b>UX DESIGNER</b> Founding member of UX team for IHS Energy where I worked with the director to grow a multidisciplinary team and collaborated with business leads to provide creative solutions for complex oil & gas web/mobile apps.
Apr 2011 - Oct 2011	<b>Culture Pilot</b> <b>UX DESIGNER/FRONT-END WEB DEV</b> Provided UX/UI, visual design, & front-end web dev in a fast-paced forward-thinking design agency. Notable clients included The History Channel, EI, & Houston Wilderness.
Jan 2008 - Present	<b>Freelance/Self Employed</b> <b>UX/VISUAL DESIGNER</b> UX consultation & visual design for web/mobile/print with a bit of front-end dev on case-by-case basis.
Jun 2003 - Oct 2010	<b>US Interactive</b> <b>JUNIOR TO SENIOR DESIGNER</b> Responsible for creating e-learning courses. Focus on 2D animation, web UI/print design, A/V editing, & front-end web dev.
Nov 1999 - Feb 2003	<b>Associated Building Services (Closed)</b> <b>WEB DESIGNER/DESKTOP SUPPORT ANALYST</b> Intranet web designer/webmaster, helpdesk support, server maintenance, & PC repair. Began as part time.

## SKILLS

Visual Design	<div></div>
Interaction Design	<div></div>
Mobile Design	<div></div>
Prototyping	<div></div>
Team Management	<div></div>
Info Architecture	<div></div>
Data Visualization	<div></div>
Project Management	<div></div>
AGILE Process	<div></div>
User Research	<div></div>
Front-end Dev	<div></div>

## TOOLS

Adobe Photoshop CC	<div></div>
Adobe Illustrator CC	<div></div>
Adobe InDesign CC	<div></div>
Adobe XD CC	<div></div>
Axure	<div></div>
HTML 5/CSS 3	<div></div>
JS/JQuery	<div></div>

## INTERESTS

All Things UX/Design	Sci-Fi/Fantasy
Food & Grilling	PC Gaming
History	Upland Bird Hunting
Reading	Faith & Family

## EDUCATION

**Art Institute of Houston, 2002**  
**A.A.S IN MULTIMEDIA & WEB DESIGN**  
 Maintained 3.9 GPA & graduated with honors as member of the Dean's List; Took 1st place in Graduate's Portfolio Show.

**Kingwood High School, 2000**