

# Hello

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**My name's Spencer and I create empathetic and engaging design solutions.**

Thank you for taking the time to consider my CV.

I'm a recent graduate of Ryerson University's New Media program and over the past six years I've had the opportunity to work in a variety of mediums and produce projects ranging from traditional video work to interactive virtual reality experiences. After spending the past year working as a UX designer in London, England, I'm back to Toronto to get my start in advertising.

I strive to create work with impact and integrity. I believe in user-first solutions and approach all my projects with sincerity, urgency and the intent to enrich the lives of people who experience it.

I embrace the working parts of any project I create and through this have come to learn the fundamentals of photography, videography, installation art, computer science, virtual reality and graphic design. In this I take a very hands on approach – I spent 8 months as a teaching assistant for darkroom photography. I took extra courses at Ryerson to learn Java and have dedicated many hours teaching myself game design.

I'm pursuing a creative or strategy position in an agency that will teach and challenge me. As long as I can remember I've had a passion for advertising and I know I'd bring a tenacity and desire to learn to your team. I'd enjoy the opportunity to speak in person to learn even more about the work you do and discuss how I can contribute to your further success.

Warm regards,

Spencer J. Houghton

Please see my attached CV

# Spencer J. Houghton

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## Highlights

UX | UI design

Project management

Production & post-production

User research

## Technical

Sketch | Adobe XD

Photoshop | Indesign | Illustrator

Premiere & After Effects

Java | HTML | CSS

## Education

Ryerson University | New Media | 2018

Rosedale Heights | Photography | 2014

### Mammoth Analytics | Junior UX Designer | 2018

Designed fluid and personal user interfaces for a data management application.

- Wireframed adaptive user flows for data storage, created mockups and worked alongside the development team to launch new application features.

- Redesigned aspects of the company site allowing for increased user accessibility and clarity of information.

### Memory Fades | Project Manager | 2017 - 2018

Created an immersive and interactive virtual reality experience for display in a gallery space. The piece displayed architectural marvels from the 15th to 21st century and received the *Ryerson New Media Faculty Choice* award.

- Designed a well paced and engaging user experience, effectively allowing for a greater number of users without sacrificing quality or compromising content.

- Built this project in Unity 3D for showcase on the HTC Vive

### 1901 | Project Manager | 2016 - 2017

Produced a permanent installation on commission for Ryerson University's Allan Slaight Radio Institute which increased the number of daily users to the space by 20%.

- Conducted user research, then developed an extensive creative pitch inclusive of timeline and budget.

- Recruited, mentored and managed a team of 5 volunteers which ensured both the timely completion of the project while providing a valuable learning experience.

### Ontario Science Centre | UX Design Assistant | 2015 - 2016

Assisted in the design and development of *Bitmorph*, an educational, checkpoint based, hologram installation.

- Designed user interaction to effectively increase foot traffic between displays at the centre.

- Achieved 100,000+ uses with 30% of users visiting the website afterwards.

### Chase Hospitality Group | Server | 2014 - 2018

Provided genuine hospitality in a fast-paced fine dining environment.