

# Vincent Purcell

UI/UX Engineer, Full-Stack Designer

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## Recent Professional Experience

### Senior UI/UX Engineer

no.inc noinc.com

MAY 2017 — TODAY

Analyzing customer requirements to design efficient and elegant workflows; generating wireframes and prototypes; planning and facilitating user feedback sessions; ensuring quality scalability of frontend platform for massively multi-tenant, multi-user web apps; enforcing WCAG accessibility standards; crafting new company goals for user experience and interface design.

### Lead Frontend Engineer, Multimedia Designer

emocha Mobile Health Inc. emocha.com

NOV 2015 — MAY 2017

Designed and developed frontend for a robust, scalable, HIPAA-compliant telemedicine platform used on 4 continents; designed, developed and deployed Android and iOS mobile applications in ReactNative; generated strategic content and video/photography for sales/marketing.

### Co-Owner, Fabricator

boomco, LLC

MAY 2014 — JUNE 2017

Baltimore-based consultancy for effectively leveraging design thinking for social and environmental change. Founded a makerspace teaching design, technology and entrepreneurship for at-risk Baltimore youth (boomspace makerspace).

### Digital Media Specialist

University of Kentucky College of Arts & Sciences

JAN 2012 — MAY 2013

Developed college-wide campaigns using social media, video production, web development, and 3D asset creation.

## Education

### M.A. Social Design (2014)

Maryland Institute College of Art (Baltimore, MD)

### B.Sc. Media Arts & Studies (2013)

University of Kentucky (Lexington, KY)

## Skills

### Front End Development

Javascript (ES6) / HTML5 / CSS3 / SASS / Pug / Express.js / Tornado / React / Redux / D3 / Highcharts / Grunt / RESTful APIs / AWS / AngularJS / Node.js / Gulp / Knockout.js / Jasmine / Selenium / Symfony / Python / MySQL

### App Development

Android/iOS using ReactNative / Qt, Desktop using Electron

### Experience Design & Design Research

Experience mapping / User research & interviewing / Mockups and wireframes / Axure / Sketch / Invision Adobe Creative Suite / Hi & Lo Fidelity Prototyping / Information Architecture / Typography & Print Design / Photo and Video Production

## Teaching, Leadership, and Fellowships

### MA Social Design Adjunct Faculty

Maryland Institute College of Art (Baltimore, MD)

ACADEMIC YEAR 2014 — 2015

Designed and taught Graduate-level course exploring the ethics, techniques and future of technology & making.

### Technology Industry Mentor

Clinton Global Initiative, University (Global Appointment)

ACADEMIC YEAR 2014 — 2015

Mentored group of 60+ students from 13 countries founding and leading technology-related social enterprises.

### Post-Graduate Social Design Fellow

Robert W Deutsch Foundation / MICA (Baltimore, MD)

2014 — 2015 (12 MO. FELLOWSHIP)

Post-graduate fellowship to pursue research the viability of a makerspace / tech training center for at-risk youth in Baltimore

### Open Society Institute Baltimore Community Fellow

Open Society Foundations / OSI Baltimore (Baltimore, MD)

2014 — 2016 (18 MO. FELLOWSHIP)

Fellowship recognizing excellence in design-driven technology social entrepreneurship working with Baltimore youth.