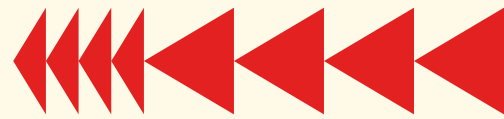


Travis Swinford



Visual designer working in a multidisciplinary buffet of digital and physical flavors.



Contact

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www.travissswinford.com



[Instagram](#)

[LinkedIn](#)

Recent Work

[Website redesign \(in process\)](#)

Taube Studio

[Commissioned painting](#)

Heidi's Bridge

[Album art design](#)

Slack Times 12" LP

[Apparel designs](#)

Etsy

[Music video production](#)

New Love Crowd

Design Experience

UX/UI Designer

2022-present

Contractor (In development)

Developing onboarding flows to optimize user experience and conversion. Generating problem statements to conduct rapid prototyping. Creating a design system and UI layout for minimum viable products. Conducting research for prioritizing product features.

Graphic Designer

2018-present

Contractor

Developed logos, [websites](#), digital/print creative content for local election campaigns. Produced animations and social for a [food publication](#). Edited videos for [promotional campaigns](#).

Creative Producer

2019-2020

Superheroes NYC

Provided creative support to the Exec. Creative Director and ADs in all stages of the design process. Lead production of a photoshoot for a [beauty client](#). Designed presentation decks and [social content](#) for clients.

Communications Manager

2013-2015

YWCA Central AL

Collaborated with social media team to create high impact visuals in order to increase brand exposure. Designed and created compelling visuals for media outlets and marketing materials.

Ai

Ps

Id

Pr

Ae

Figma

Software

Education

Flatiron School

Certificate: Product Design

Completed over 520 hours of intensive practice in UX/UI, covering user research/testing, prototyping, design tools, accessible design and design communication.

University of Montevallo

B.A.: Interdisciplinary Studies

Completed my B.A. by writing a 30 page thesis on the philosophy of value studies and development of meaning.