

Anthony Foster

Director of UX/UI Design

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With extensive experience across many fields of design, I lead product-focused design teams to build beautiful and memorable customer experiences with endless curiosity, practical and straightforward guidance, and an in-depth understanding of technology and today's trends.

Stashable (Iron Mountain)

Lead Experience Designer

Oct 2017 – Present

- Raised overall conversion from 0.4% to ~3%
- Lengthened average customer stay from 10 months to 12 months

As one of the principal figures of the organization, personally lead a product experience design team and development team focused on logistics and operations, routing, real-time customer feedback and support. Responsibilities covered product management, branding, marketing, customer experience, UX/UI design, responsive e-mail design and programming, user studies and interviews, print design, and photography. Also worked closely with development team in architecting data structure and determining technology direction for both internal and consumer-facing products, working with platforms such as React/Redux, React Native, and ButterCMS.

Loeb Enterprises

Director of Design

May 2015 – Oct 2017

As director for a startup-incubator product team, I lead a team of UX/UI professionals who consulted on various products, companies, and services, including branding, marketing, mobile apps, web applications. Working with a myriad of services and companies that covered a various technologies, our team worked in a variety of platforms, including native mobile apps (Objective-C, Swift, and Java), Xamarin (C#), Angular, React/Redux, Ionic, and Vue.

CBS

UX Designer

Apr 2013 – May 2015

- Unique, active monthly users rates raised by ~1.5 million
- Launched Play.it podcast network jointly on CBS and Spotify

Working across three media properties within CBS, focused on thorough documentation of native mobile apps for podcast/audio streaming, video streaming, and news content. Platforms included iOS, Android, Windows Phone, and WatchOS.

EDUCATION

University of Tennessee, Knoxville

SKILLS

Product Management

UX & UI Design

Branding/Strategy

User Flows & Journey Mapping

Atomic/Component Design Systems

User Research & Interviewing

Low- and High-Fidelity Prototyping

Illustration

Responsive Emails

Print & Packaging

Typography

DEVELOPMENT

HTML (Extensive knowledge)

CSS (Extensive knowledge)

Javascript (Competent knowledge)

SOFTWARE

Sketch

Figma

Omnigraffle

Axure

Adobe Creative Cloud

Affinity Photo & Designer

Invision

Marvel

Framer

Origami

Principle

Zeplin

Cinema 4D

Apple Final Cut & Motion

Concepts

Procreate

INTERESTS

Reading

Front-end Development

3D Modeling