



PETER HARALABOUS

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PROFILE

I'm a UI/UX designer with a robust skillset and passion for pixel perfect visuals and delightful interactions. I have an excellent understanding of the web and mobile development process.

WORK HISTORY

2018 - Present | Glance Pay Inc.

UI/UX Designer

Work closely with multiple PM's to help define and test features for existing and new products. I work close with the developers to help define, test and implement designs. I conduct research through competitive analysis, interviewing clients of Glance and doing user testing with low-fi prototypes. I'll create wireframes, interactive prototypes, user journeys diagrams and IA's to further define a product or feature. I am responsible for creating high-fi mockups as well.

2014 - Present | airG Inc.

UI/UX & Web Designer

Design User Interfaces from low to pixel perfect high fidelity mockups for mobile and web applications. Create low and high fidelity interactive prototypes and work closely with developers to implement interactions and designs. Lead and work with UI/UX Designers from start to finish in the development cycle.

2009 - 2014 | PharEdge Media

Freelance Designer

Specializing in all forms of media production including, Web Design & Front End Development, UI, Graphic Design, Illustration, 3D, and flash animation.

2013 (7 Months) | Koolhuas Games

UI Artist

Focused on creating full game UI designs, and animations, as well as assets for mobile game interfaces. Work closely with the art director to create mockups for game interfaces and then implement them using NGUI plugin for Unity (3D). Instruct best practices for using Unity with the art team.

1999 - 2009 | Alea Software

3D Modeler/3D Animator / Illustrator



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WORK EXPERIENCE

UI/UX

- Create hi-fidelity pixel perfect mockups
- Create vector based icons and icon sets
- Create style guides, wireframes and shared asset libraries
- Extensive experience creating user interfaces for iOS, Android and Web environments, including working directly in XCode, Android Studio or editing code for the web
- Prepare mockups with DEV ready assets, comments and styles in Zeplin
- Create wireframes, IA and user journeys using Sketch or Real Time Board
- Create Research questions and conduct interviews with customers and customer care teams
- Lead and mentor UX/UI designers across departments and projects
- Collaborate with other designers and teams for feedback and testing

INTERACTION DESIGN

- Animate interactive prototypes with meaningful and smooth screen transitions
- Create and prototype micro-interactions
- Create Dev ready assets such as image sequences, SVG based animations & animated vector drawables
- Hand code CSS3 animations and transitions for the web
- Regularly test out new prototyping software to find the most efficient tool to bring motion ideas to life

WEB DESIGN & WEB DEVELOPMENT

- Conceptualize and design mockups for responsive web UI's
- Hand code CSS3/SASS/LESS/HTML5
- Strong understanding and functional usage of JS/JQUERY/PHP
- Very proficient with Wordpress, including setup, customizations and customizing themes
- Easily adapt to any Content Management System

GRAPHIC DESIGN & ILLUSTRATION

- Conceptualize and design banners for web
- Design and prepare print material such as sell-sheets, trade show booths and posters
- Illustrate vector assets for online games
- Hand draw or use a Stylus for sketching

ANIMATION & 3D

- Past experience with 3D Modeling using Maya
- Good understanding of motion and classic animation principles
- Strong understanding of keyframe and timeline animation with most programs
- Past experience working in Unity using the NGUI plugin for UI and animations



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TOOLS & SOFTWARE

TOOLS USED REGULARLY

- Sketch, Zeplin, Invision, & Principle for Mac, Real Time Board
- Photoshop & Illustrator

AS NEEDED TOOLS

- Adobe Premiere
- Adobe After Effects

OTHER TOOLS USED OR WORKING KNOWLEDGE OF

- SourceTree (Github tool), MS Office suite, Google suite, Jira and HipChat
 - Flash, Unity (NGui), Android Studio, Xcode
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EDUCATION

2017 – UBC Sauder continuing studies | UX Strategy

2017 – Attended Adobe Max Conference for UI/UX seminars and labs

2016 - Udemy.com | iOS Development Swift 2 | Self paced online course

2011 - VSB, Continuing Education | Intro to JavaScript and JQuery.

2009 - VSB, Continuing Education | Painting: Acrylics in One Day.

2007 - Van Arts - Advanced 3D Modeling

2005 - BCIT | Adobe InDesign | Introduction to print layout and prepress.

2004 - BCIT | Adobe Dreamweaver

2004 - BCIT | Adobe Flash PC2

2004 - BCIT | Adobe Flash PC1

1996 - 1997 - VFS | Graduate 3D Animation

INTERESTS

Traveling, my dog, hiking, outdoor activities, craft beer, craft breweries, volleyball, cycling, and painting, to name a few.