

# Neil Graham

Senior Product / UX Designer, specializing in transforming complex problems into intuitive, enjoyable experiences. Based in the greater Calgary area.

## Experience

### Senior Design Consultant Converge

Sep 2024 - Present

- UX/UI, visual and motion design lead on numerous applications and marketing initiatives.

### Senior User Experience Designer Uncharted Software

Aug 2023 - Sep 2024

- Designed a data visualization SaaS application that enhances collaborative computational modeling in various scientific domains, specifically epidemiology.
- Translated SME concepts and sketches into high-fidelity Figma prototype designs.
- Designed and presented prototyped user flows of new features and functionality.
- Maintained and expanded the design system and component library.
- Created animated micro-interactions with After Effects and Lottie.
- Provided design feedback and guidance to developers during implementation.
- Refined front-end code, ensuring the finished product aligned with our designs.

### Senior Product Designer General Dynamics Mission Systems - Canada

May 2021 - Aug 2023

- Redesigned a legacy military communications applications suite.
- Leveraged research to prioritize features and design enjoyable experiences
- Redesigned logos, iconography and visual branding of the applications suite.
- Drafted, summarized, and refined Human Factors Engineering documentation.
- Maintained and expanded the design system and component library.
- Created high fidelity prototypes and scenarios for user testing sessions.
- Provided design feedback and guidance to developers during implementation.
- Drafted detailed stories and tasks for monthly agile sprint planning.
- On contract with C4i Training & Technologies.

### Product Designer ATB Financial

Jun 2018 - Mar 2021

- Designed enterprise financial software, including a CRM solution tailored for managing diverse customer types, activities, products, and financial data.
- Ongoing feedback from ATB team members was overwhelmingly positive; the applications are enjoyable to use, intuitive and efficient.
- Participated in UX discovery workshops, delivering user insights, identifying pain points, and prioritizing features aligned with business goals.
- Created high fidelity prototypes and scenarios for user testing sessions.
- Maintained and expanded the design system and component library.
- Provided design feedback and guidance to developers during implementation.

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## Education

### Bachelor of Fine Arts

Emily Carr Institute  
of Art and Design

### Bachelor of Fine Arts

University of Manitoba

## Certificates

### Certified UX Designer

Akendi

### Verified Certificate, Intro to Web Accessibility

edX

## Skills

Agile methodology  
Creative direction  
Design systems  
Heuristic evaluation  
High-fidelity prototypes  
Human-centered design  
Illustration  
Micro-interactions  
Storyboards  
Wireframes / User flows

Adaptability  
Collaboration  
Creative thinking  
Critical thinking  
Effective communication  
Empathy  
Precise attention to detail  
Problem-solving  
Research and iteration  
Storytelling  
Time management

After Effects, Axure,  
Blender, 3ds Max, CSS /  
HTML, Figma, Illustrator,  
InDesign, InVision, Lottie,  
Photoshop, Premiere,  
Sketch, VS Code

References available  
upon request.

**Sr. Motion / User Interface Designer**

**ATB Financial**

Sep 2008 - Jun 2018

- Created storyboards, animations, videos, and user UI design for various channels.
- Collaborated closely with project managers, creative directors, and other stakeholders to effectively manage multiple projects and timelines.
- Engaged with internal clients to develop impactful concepts and campaigns.

**Sr. Motion / User Interface Designer**

**B3 Communications**

Jan 2005 - Jun 2008

- Led creative direction and produced design assets, including wireframes, mockups, animations, and motion graphics for web and interactive projects.

**Motion / User Interface Designer**

**RealWorld Media**

Jul 2000 - Jan 2005

- Designed websites, interactive apps, print materials, and motion graphics, specializing in concept creation, storyboards, and 3D animation for film and TV.