



Eric Kalpin

UX / UI Designer & Developer

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Capabilities

- Comfortable working directly with clients to ensure their satisfaction.
- Fast learner with ability to pick up complex concepts while under a deadline.
- Highly self-motivated and able to motivate others
- Comfortable wire-framing, prototyping, and implementing website frontend
- Experienced with usage of relational databases
- Versed in using modern frontend and backend frameworks
- Loves experimenting with and creating unique UI (User Interface) interactions

Proficient with:

- Web Development
- HTML / CSS
- JavaScript
- jQuery
- Node.js
- React.js
- Adobe XD
- Sketch
- InVision
- Figma
- C & C#
- AJAX
- PHP
- SQL
- Java
- Adobe Photoshop
- Adobe Aftereffects
- Adobe Illustrator
- Adobe Indesign
- Cinema 4D
- Unity
- VR Development

Objective

To develop state-of-the-art UX & UI utilizing 2D & 3D interaction, animation, and graphic programming

Work experience

December 2018 - Current

Danfoss
UX / UI Designer & Developer **(FT)**

August 2017 - Current

SpookyBoogis
VR producer & Developer

August 2017 - April 2018

SK Technical
UI Designer **(FT)**

June 2016 - June 2017

Nuvector Medical
Design Consultant

June 2015 - August 2015

Bio-microbics
Intern Designer

Education

Winona State University

2014 - 2018
Completed B.A.
in Graphic Design
+ EM in Web Development

Anoka-Ramsey Community College

2012 - 2014
Completed an A.A.
in Pre-Engineering

Interests

- 2D / 3D design** - since 2007
- 2D / 3D animation** - since 2007
- Video editing** - since 2008
- Game design** - since 2010
- Music/audio** - since 2010
- Programming** - since 2010
- UX / UI design** - since 2014
- 3D printing** - since 2017
- VR development** - since 2017