

DEMONTE WALKER

Product Designer

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[LinkedIn](#) | [GitHub](#) | [Portfolio](#)

EDUCATION:

Georgia State University

December 2024

B.Sc in Computer Science | GPA: 3.0

Coursework: Human-Computer Interaction, Web Programming, Mobile App Development

DeVry University

April 2019

A.Sc in Networking Systems and Administration | GPA: 3.7

WORK EXPERIENCE:

UI/UX Designer / Mobile Application Developer Intern

May 2024-July 2024

Third Witness

- Led the development of a cross-platform mobile application for Android and iOS using Flutter, increasing user engagement by 10% optimizing accessibility and usability across diverse devices through responsive design.
- Designed and implemented modern UI/UX elements, boosting user satisfaction ratings by 30% by conducting user research and integrating feedback into high-fidelity prototypes and mockups.

UI/UX Designer / Web Developer Intern

Feb 2024-May 2024

Vosyn

- Led objectives on the website team in collaboration with cross-functional teams, including branding and marketing, increasing user engagement by 15% by implementing modern UI/UX strategies focused on visual appeal, ease of navigation, and conducting QA.
- Collaborated with team members, marketing, and the accessibility team in Agile workflows to improve WCAG compliance and design accuracy, by providing data-driven insights, art direction input, and research to refine user-centered design solutions.
- Translated the startup's vision into impactful design elements, driving a 30% increase in application submissions on career page by aligning and UX copy digital interfaces with target audience preferences, optimizing the user and content flow for a seamless experience.

UI/UX Designer / Web Developer Intern

Nov 2023-Jan 2024

OURS Studios

- Transformed three websites through end-to-end redesigns, increasing user engagement by 40% by implementing modern UI/UX and art direction strategies in collaboration with marketing teams, improving both visual appeal and navigation.
- Effectively translated studio vision into impactful design elements, aligning digital interfaces with target audience expectations.
- Conducted user research and usability testing, improving design alignment with business goals by 30% by collaborating cross-functionally UX copy to position OURS Studios as a leader in digital design innovation.

PERSONAL PROJECTS

Founder / UI/UX Designer

Amazè Web | HTML, CSS, JavaScript, Shopify, Framer, Data-Driven Design, E-Commerce Integration, Project Management

- Designed and developed high-performance Webflow, Framer, and Shopify themes, improving client site load times by 35% through optimized HTML, CSS, and JavaScript architecture, and using Figma prototypes to guide layout and interaction decisions.
- Engineered fully responsive, pixel-perfect layouts that maintained 100% design fidelity across desktop and mobile devices, reducing post-launch fixes by 40%.
- Implemented modular UI component systems and scalable CSS structures, cutting theme customization time for clients by up to 50%, while ensuring client brand guidelines. Conducting user testing and A/B design experiments, increasing theme conversion rates by 22%.

Founder / Full Stack Developer

Visualizer | HTML, CSS, JavaScript, Xcode, Swift, Three.js,

- Designed and developed a public-facing, cross-platform visualizer for Web, iOS, and macOS powered by Three.js and WebGL. Utilized HTML, CSS, and JavaScript for the web version and SwiftUI for Apple platforms, enabling dynamic audio-reactive visual formats.
- Optimized performance across desktop, mobile WebViews, and in-app browsers, achieving smooth animations and real-time responsiveness with GPU-efficient rendering.
- Architected a game-inspired UI with animated, tactile, voice-responsive controls and gesture-driven interactions.
- Conducted cross-device user testing and implemented design improvements based on feedback, increasing multi-platform session retention by 35% through refined UI responsiveness and consistent experience across web, iOS, and macOS.

Full Stack Developer / UI/UX Designer

Artist Website | Figma, Collaborative Design Process, Prototyping and Iteration, Shopify, E-Commerce Integration

- Designed and developed an immersive artist portfolio website using Figma, HTML, CSS, and JavaScript, integrating art direction and marketing-driven visual storytelling to authentically capture the artist's vision.
- Leveraged website analytics and data-driven design enhancements to implement interactive galleries and dynamic animations, driving a 40% increase in website insights through iterative design sessions and usability testing.

SKILLS:

- Front-End and Back-End Web / App Development
- UI/UX Design, Project Leadership, Wireframing and Prototyping, User Research & Testing, Interaction Design
- Tech/Frameworks: React.js, Sharepoint, AWS, Git, REST APIs, HTTP, Node.js, Next.js, Tailwind, Three.js, Typescript
- Developer Tools: Visual Studio Code, Xcode, Flutter, MySQL, GitHub, Unity, Figma, Webflow, WordPress, Framer, Vercel
- Programming Languages: Java, JavaScript, C++, C, Python, SQL, HTML, CSS, Swift, Dart, PHP