

HAYDEN SCHOEN

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INTRODUCTION

Hi! I am a multidisciplinary designer that is always hungry to learn and solve problems. My wide range of skills and experience puts me in a unique position as a bridge between design, animation and engineering.

EDUCATION

UNIVERSITY OF CINCINNATI

2000 - 2005

Graduated with Bachelor's of Science in Graphic Design from the school of Design, Architecture, Art, and Planning (Summa Cum Laude)

SKILLS

UX / UI / Prototyping / Motion / 3D Modeling / Branding / Video Production
Editing / Interactive Environments / Illustration / Front End Dev

TECHNOLOGIES

Adobe Creative Suite / After Effects / Cinema 4D / Premiere / Sketch
Framer / HTML / CSS / Javascript / React / React Native / Java

EMPLOYMENT

DOSE HEALTH

Co-Founder / Design Lead : Apr 2016 - Present

Dose Health is a tech startup that helps improve medication adherence. We have created a smart pillbox that automatically dispenses medications helping people stay on track with their pills. I have been responsible for all design work done for the company including UX, UI, video, marketing collateral, packaging, branding, social media and front end development.

CYANOGEN INC

Design Technologist : May 2014 - Apr 2016

At Cyanogen I was responsible for creating new and unique experiences at the operating system level that aligned with the company's vision and goals. I worked on evolving the Cyanogen OS launcher experience to incorporate user's passions and interests at a higher level than apps are capable. I took designs from initial UX wireframes through UI and testing with robust prototypes to inform the engineering team. I worked alongside the engineers and learned how to prototype in the native android Java language.

HORNALL ANDERSON

Senior Designer : August 2005 - May 2014

While at Hornall Anderson I evolved from a print designer, to a motion designer, to an interactive designer. I was able to help build the motion team for the company and be a mentor to other employees on incorporating animation into their work. I worked as a design lead on many projects while managing junior designers and was routinely in charge of pulling together presentations and speaking to clients.