

ARIEL COTTON, UI/UX DESIGNER

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EXPERIENCE

UI/UX Designer at Akelius

August 2018 – present in Berlin

- Collaborates across teams in English and German to produce features for a suite of real estate enterprise applications
- Worked with UNICEF to design a language-learning mobile app
- Creates wireframes, flowcharts, and UI designs
- Plans usability tests and conducts testing sessions
- Implements a culture of human-centered design
- Contributes components and guidelines to the company-wide design system
- Designed and developed website for biannual company-wide event

Creative Director and UI/UX Designer at Argon & Cobalt

May 2014 – present in New York City, Berlin, and remote

- Provides intuitive design solutions for a variety of clients worldwide, from large corporations to startups to individuals looking for a voice on the web
- Specializes primarily in product and UI/UX design, but also does visual design, front-end development, and illustration
- Noteworthy clients include, but are not limited to:

Octopart

July 2017 – January 2019 in New York City and remote

- Designed new features for an electronics parts search engine.
- Produced wireframes, user flows, and UI mockups based on user test data
- Redesigned the company blog

Spokehub

October 2015 – May 2016 in Berlin

- Collaborated with the creative director to create a brochure website and internal social media platform for a design agency
- Produced wireframes and UI mockups, and did all front-end development

MASS Exchange

March 2015 – September 2015 in New York City

- Designed user interface for a futures trading application
- Generated mockups based on wireframes, then prototyped them

Lead Designer and Front-End Developer at The Hackerati

November 2013 – October 2014 in New York City

- Designed and developed The Hackerati's public-facing website
- Maintained website, and produced new illustrations and marketing materials

Software Engineer at Rubenstein Technology Group

July 2013 – November 2013 in New York City

Implemented UI designs for web apps and public-facing websites

Technical Designer at Arch & Loop

August 2012 – July 2013 in New York City

Did web design, front-end development, and illustration for public-facing websites

SKILLS, ETC.

UI/UX

Interaction design, visual design, rapid prototyping, wireframing, responsive design, information architecture, user research, usability testing, interface design

Web Development

HTML, CSS, Sass/SCSS, JavaScript, jQuery, Git, Jekyll, Shopify, WordPress

Platforms

Adobe CS, Sketch, Balsamiq, Draw.io, Invision, Zeplin

Other Design

Branding and visual identity, information design, logo design, publication design

Languages

English (native), German (C1), Hebrew (intermediate)

Education

Cooper Union, Bachelor of Fine Arts 2013

Awards

Stage 1 Design Concept Award, Mozilla Wireless Innovation for a Networked Society Challenge 2018

Talks

- Takt Kunstprojektraum, 2017
Art and Self-Indulgence
- Beyond Tellerrand Berlin 2016
The World is Your Interface
- Up.Front, 2015
Interdisciplinary Design
- Software for Artists Day 2014
Physical Interaction Design

Press

- Kilencedik, 2016
Interview with Ariel Cotton, American Comic Artist
- MAKE: Magazine, 2015
Art Hack Day: From An Idea To A Deluge of Ideas.
- The Huffington Post, 2014
Project 24: A Portrait of Millennial Artist Ariel Cotton
- Laughing Squid, 2014
Distance Dolls, A Pair of Wireless Dolls That Let People Hug Loved Ones From Afar.
- Technically Brooklyn, 2014
Art show 'Gonna Put A Hacks On You' blends electronics, clothing, sweets.
- The Brooklyn Paper, 2014
Totally wired! Gowanus artist's work is electrifying.