ROBERT CHILTON

DIRECTOR / UX & DESIGN

CONTACT

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EDUCATION

Bachelor of Science,
Graphic Design
Woodbury University
Los Angeles, CA

SKILLS

Photoshop
Illustrator
Sketch
OmniGraffle
InVision
Adobe CC
Axure
HTML
CSS

PROFILE

A digital design team leader specializing in multi-device design, strategy and custom user experiences including more than two decades of creating and maintaining the highest standards of usability design principles and GUI design best practices in support of brand and business objectives.

EXPERIENCE

Golf Channel - GolfNow
Manager, User Experience & Information Architecture / 2011 - 2016

The company advocate for interaction design across all GolfNow digital products; creating and maintaining a standard of design, best practices, and usability principles to be applied across products; developing user tests and subsequent reports on current and new designs; coordinating with and managing other developers and designers to ensure results are applied to designs; overseeing contractors and outside vendors in the execution of design research, concepts, refinement, and testing.

Robert Chilton, Inc
Creative Director / 2007 - 2011

• Created and executed long-term visual direction for clients' products and brands through a universal visual language, best practices, and custom tools.

• Collaborated with clients' internal product management, marketing/acquisition, UI, and technology teams to develop new design initiatives and product feature sets.

• Researched and developed creative resources compatible with style and brand objectives of each client; followed content layout and graphic design quality standards across all media channels.

• Determined the best ways to visually represent business, marketing, and creative communication strategies into powerful messages to capture each audience.

MagNet.tv
Director, User Experience / 2007 - 2008

• Developed creative UX design and documentation through flowcharts, prototypes, and user interface studies; also performed UI design, testing, and production.

• Advanced UX and design efforts within the company through cross-functional collaboration and identification of user requirements to shape and prioritize feature sets across multiple platforms.

SkillJam Technologies
Creative Director / 2005 - 2006

• Established and maintained in-house design department in addition to outside design resources and relationships for SkillJam and 90+ online casual games partners.

• Performed all activities related to creative management, such as marketing creative and design, game design, website landing page and integration, corporate identity, print media, and sales support documentation.

• Determined specific design solutions in coordination with sales, marketing, game development, international and mobile media department heads.

• Resolved office disputes between co-workers as well as mentored career growth.

"Everything should be made as simple as possible, but not simpler."

-Albert Einstein