

Max Bailey

Minneapolis, MN • (763) 400-0959 • hello@maxbailey.me

I'm a UI Designer & Front-End Developer who is passionate about pixels. I obsess over the details, but work incredibly quickly. I've worked in various roles from Neuroimaging Biotech, to the largest of it's kind Education company.

Work Experience

Flywheel Exchange, LLC. / Invenshure, LLC. • Jun 2016 - Present
UI Designer & Front-End Engineer

At Flywheel I'm responsible for interfacing between designers and developers. I turn wireframes, and ideas into high fidelity application mockups using HTML5, and Sass. I then work closely with AngularJS developers to ship production code. I am the only designer within the Flywheel division of Invenshure. The result is that I have a strong ability to manage multiple priorities, and projects at any given time. I work well independantly, and within a team setting.

Carmmunity, Inc. • Jun 2015 - Present [Weekend/Hobby](#)
Co-Founder & Chief Creative Officer

Carmmunity is an application that is intended to bring the automotive community together through GPS technology. Users build their own garage, modify their cars, use our live map to find local car shows and events, and get together with their friends.

Elife, LLC. • Apr 2015 - Present [Weekend/Hobby](#)
Branding Manager & Web Developer

- Manages company branding, and brand experience.
- Manages social media, public relations, and search engine optimization.
- Interior retail store design.
- Graphic design for marketing materials and general company needs.

Infinite Campus • Jun 2013 - Jul 2016
UI Framework Architect

At Infinite Campus I was part of the Architecture group, and responsible for creating a UI framework (similar to bootstrap) that is used by hundreds of developers within the company. I was tasked with redesigning and developing almost every major product at Infinite Campus, including their corporate website. As one of only 2 designers in a comapny of over 400, I developed a strong ability to manage multiple projects, requirements, and levels of scope at the same time.

Professional Skills

HTML5 & CSS3

Sass/LESS

Photoshop/Sketch

Web UI/Mobile UI

Branding

Command Line/Terminal

Git/DVCS

AngularJS

PHP/MySQL

Volunteer Experience

Food Packer

Feed my Starving Children

I've volunteered multiple times at Feed My Starving Children with a group of close friends. We were responsible for packing meals for less fortunate families in Africa.

Animal Keeper

HappyTails Animal Rescue

At HappyTails I helped take care of various animals, with responsibilities including: Cleaning their living quarters, walking animals, feeding them, helping them find permanent homes, and general care taking.

Helping Develop • Oct 2011 - May 2013

Web Design/Development Tutor

- Responsible for teaching thousands of students.
- Created a full curriculum for developing websites in HTML5 and CSS3.
- Taught students the fundamentals and standards of web based design.
- Gave individual instruction and attention to students who needed help in one-on-one sessions.

MonsterCode • Jul 2011 - May 2012

UI Designer

- Created high fidelity mockups, and then coded them in HTML & CSS.
- Conceptualized solutions for web based client projects.
- Designed websites and mockups for other developers, to be used with a custom CMS.
- Managed and maintained multiple clients at one time.

Web Development Courses

I live by a motto, "Never stop learning". I constantly keep up to date with the latest in technology. From hardware to software, I keep up with the latest and greatest. I love what I do, and it shows in my work.



Organizations



In high school I was involved with an organization called FIRST Robotics, which involved students in the basics of hardware and software development. I created and managed the website for our robotics team, which displayed events, featured user accounts, photo galleries, and more. By this point in high school, I had already been hired into a local software company as an intern, so I acted as a mentor to my team.

Thank you for your time and consideration,

Max Bailey