

ADAM PAGE

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SKILLS

GENERAL	DEVELOPMENT	DESIGN
macOS	VS Code	Figma
Windows	HTML	Sketch
Linux	CSS	Adobe Illustrator
	TypeScript	Adobe Photoshop
	JavaScript	Adobe InDesign
	Ruby · Python · PHP	Adobe XD
	C · C++	Flinto
	Git · Mercurial	Principle
	Apache · MySQL	SketchUp
	WCAG	Responsive design
	WAI-ARIA	Inclusive design
		WCAG
		WAI-ARIA

EDUCATION


Washington State University 
B.A. Computer Science, 2001

WebAIM 
Web Accessibility Training, 2019

Deque University 
IAAP Certification Curricula, 2021

INTERESTS


Travel 

Biking 

Scuba 

ASL 

Piano 

Gaming 

<http://resume.adampage.net>

Desktop • Tablet • Mobile • Print

DESIGNER & DEVELOPER

I build digital experiences to help people. I am passionate about inclusive design, accessibility, semantics, and standards. I find joy in identifying and removing technology barriers that prevent people from succeeding. I am always learning.



Intel

2022 - Present

USER EXPERIENCE DESIGNER

As a UX designer on Intel's design system team, I design, document, and prototype UI components for our web software products. We require our design system to conform to WCAG 2.2, and I work closely with our designers, developers, and content producers to ensure accessible experiences for our customers. To that end, I perform frequent reviews of both our Figma designs and React code, and conduct assistive technology compatibility testing in partnership with Fable, an external accessibility service platform.

Design system
Figma
WCAG 2.2
WAI-ARIA 1.1
Fable
HTML5
CSS3
React
TypeScript



OMBU

2013 - 2021

LEAD USER EXPERIENCE DESIGNER

OMBU is a digital technology firm specializing in websites, web applications, and content management systems. I led our clients through discovery exercises, produced detailed wireframes, prototypes and comps, and evaluated design fidelity throughout implementation. I guided our team in accessible development practices, evaluated our conformance to WCAG, and coordinated usability testing to ensure our compatibility with assistive technologies.

Design system
Sketch
Principle
WCAG 2.1
ATAG 2.0
Fable
Django
HTML5 / CSS3
JavaScript



Epoch Inc.

2011 — 2013

LEAD USER EXPERIENCE DESIGNER

Epoch's flagship product is a web-based software service that automates video production workflows. I designed the user experience and created desktop & mobile wireframes to guide development. I was also responsible for managing outside graphic design work and occasionally illustrated image assets.

Adobe Illustrator
Adobe Fireworks
Adobe Photoshop
TypeTool
Wacom Intuos

SENIOR FRONTEND DEVELOPER

I wrote Rails code for Epoch's web application, largely using Ruby, Slim, SASS, CoffeScript, and an assortment of other template languages, all of which boiled down to HTML5, CSS3, and JavaScript. NBC used our application to compress & transfer terabytes of high-resolution broadcast video from The London 2012 Summer Olympics.

Ruby on Rails
HTML5
CSS3
JavaScript
Postgres / SQLite
Git / Mercurial

**Atom Driven****2003 - Present****OWNER & OPERATOR**

I incorporated Atom Driven in 2003 to formalize the freelance web design & development projects I'd been doing for years. I specialize in small, robustly written websites with an emphasis on accessibility and web standards. I offer a full set of web-related services and am responsible for all website production tasks from design to deployment, working closely with clients throughout.

Adobe Illustrator
Adobe Photoshop
PHP
HTML
CSS
JavaScript / AJAX
Mac / Windows / Linux
Apache / IIS
MySQL / MSSQL

**Hewlett Packard****1995 — 2011****INTERACTION DESIGNER**

I joined HP's internal design team in 2009. I was the lead interaction designer for an ink cartridge subscription program and managed UI designs for the touchscreen applications of our web-enabled Photosmart printers. In both projects, I was responsible for creating wireframes and interactive prototypes.

Adobe Fireworks
Adobe Photoshop
Adobe Catalyst
Adobe Flash
Adobe InDesign
HTML
CSS

SOFTWARE ENGINEER

I spent the bulk of my HP career in software engineering, where I was primarily responsible for authoring the UI component of our software drivers using C, C++, and multilingual Win32 resources. I did this work in close coordination with our design & localization teams across multiple campuses & geographies.

C / C++
Win32
XML
Windows / Linux
Localization
ASP
PHP / Perl