

Dennis Warner

Strategy & Experience Design Leader

Delivering creative insights and digital strategies using user centered design methods to build cohesive, higher ROI digital solutions.

EXPERIENCE

- Senior UX Designer/Architect | Orlando Utilities Commission** *Aug 2013 to Present*
 - Led cross functional team using Agile methodologies.
 - Re-designed a critical user flow to enhance user experience and increase conversion.
 - Led user experience (UX) efforts on all internal and external initiatives.
 - Addressed user experience (UX) inconsistencies on two under-performing features.
 - Developed a UX Dashboard as repository for all UX deliverables.
 - Socialized the value of UX and Agile development throughout the organization.
 - Managed improvements in user experience (UX) based on customer feedback and Google analytics data.
- Lead Web Producer | Walt Disney Parks & Resorts Online** *Jan 2006 to Aug 2013*
 - Managed \$2.4m+ Disney Vacation Club budget and business relationship.
 - Managed cross-functional onshore and offshore teams using Agile methodologies.
 - Led process improvement initiatives to enhance reporting and build knowledge base.
 - Led the site maintainability efforts on a \$2m+ booking application project.
 - Developed the first growth forum for the Web Production.
 - Led technology, creative and production teams in the product design of Disney Vacation Club products.
- Art Director | WKMG Local TV** *Jun 2005 to Jan 2006*
 - Managed a team to develop on-air production quality graphics for 3 daily newscasts.
 - Designed and developed on-air graphics packages for internal and external clients.
 - Developed and implemented asset library and cataloging system to improve production workflow.
- Lead Motion Graphics Designer | Promo Only Inc.** *Dec 2002 to Jun 2005*
 - Managed a team to develop, and implement large scale production workflows to deliver daily graphics sequences for MTV2 Monster Mixshow.
 - Developed specialized visual content for over 150 MTV2 Monster Mix segments.
 - Collaborated on music videos ideation for major record labels and recording artists.
 - Led 3D modeling and character animation efforts on large scale music video projects.
 - Developed, implemented and managed asset library and label/artist archive to improve production workflow.
- Creative Director/Experience Lead | Haxan Films** *Apr 1998 to Jul 2000*
 - Managed a team of designers, writers and developers in creating innovative user experiences for multiple feature film online campaigns.
 - Managed the creative direction and user experience (UX) for all post Blair Witch, Heart of Love, and Sundance 2000 online experiences.
 - Collaborated with the core Haxan Films team in product design, media delivery strategies, and viral marketing campaigns.
- Owner/Experience Design Consultant | Mammoth Inc.** *Sept 2000 to Jul 2016*
 - Led the product design and development and user experience (UX) efforts of turn-key photo booth system for Fortune 500 Company.
 - Managed external design team to develop award-winning station ID package.
 - Consulted on and implemented user experience (UX) best practice for national clients.
 - Delivered UI designs for Fortune 500 company adhering to corporate style guide.
 - Created and developed websites using the Wordpress platform.
 - Designed products for manufacturing using latest 3d technology.

SKILLS

UX

User Research
Personas
Empathy Mapping
Journey Mapping
Wireframing
Low + Hi Fidelity Prototyping
Usability Testing

Design

Leadership
Strategy
Collaboration
Brainstorming
Branding
Product Management
Interaction Design
Visual Design
Motion Graphics

Development

HTML/CSS
Javascript
jQuery
PHP/mysql

Tools

Pencil & Paper
Sketch
Adobe Creative Suite
Invision & Design Studio
Framer
Adobe After Effects
Cinema 4D
Atlassian Jira + Confluence
Google Analytics
FullStory

Achievements & Certifications

Certified Scrum Master
Certified Product Owner
SAK Improv Graduate