

Wyatt Spicer

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PROFILE

UX/UI designer, creative technologist, and multimedia maker with a B.A. in Arts, Technology, and Emerging Communication from The University of Texas at Dallas and a UX/UI Research & Design certificate. Strong across research, prototyping, responsive web design, front-end implementation, 3D fabrication, audio/video production, and polished portfolio-ready storytelling. Currently open to UX, product, web, and creative technology roles.

SELECTED PROJECTS

GoCapital Auto Quest

Flagship UX case study for first-time car buyers. Led design work across research synthesis, personas, wireframes, mobile UI, financial education flows, calculators, and high-fidelity Figma prototyping.

Adams Internal Medicine Website

Built a polished, launch-ready medical practice website with responsive pages, patient-focused content, appointment/request flows, local SEO structure, forms, trust elements, and Netlify/GitHub deployment readiness.

Visit South Padre Island

Designed and coded a student destination site with Beach Boys-inspired coastal energy, bold typography, responsive layout, events/trip-planning pathways, and hand-coded interaction details.

EDUCATION

The University of Texas at Dallas - B.A. in Arts, Technology, and Emerging Communication; Certificate in UX/UI Research & Design; graduated December 2025.

SKILLS

UX / Product: Figma, Adobe XD, Framer, research planning, interviews, surveys, affinity mapping, personas, journey maps, wireframes, high-fidelity prototypes, usability thinking, case study writing

Web / Launch: HTML, CSS, responsive layout, GitHub, Netlify, metadata, accessibility basics, QA, content hierarchy, launch-readiness

Creative Tech: Rhino 8, Grasshopper, KeyShot, OrcaSlicer, Ender 6, TouchDesigner, Premiere, Photoshop, Illustrator, ProTools, Ableton Live, Logic Pro, Audacity

EXPERIENCE & STRENGTHS

Head bartender/server background with client-facing communication, fast problem-solving, team leadership, training, service operations, and pressure-tested decision-making. Able to move from concept to finished artifact: research the user problem, structure the experience, write the copy, design the interface, build the front end, and present the final work clearly.