

Andrew Hurley

Product/Systems Designer

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Experience

Product Designer, February 2021 - Present

Paychex Inc.

Heading up the creation and management of a new multi-product design system including component construction, tokenization, accessibility implementation, process creation, and code reviews. Migrated organization from Sketch to Figma. Work on other product teams to design features and flows for the companies chat assistant and internal support application.

Interaction Designer, July 2020 - January 2021

Ancera LLC.

Worked on designing analytical software for livestock disease monitoring. Created user personas, feature flows, and visual compositions in order to generate an effective and useful piece of software.

Product Designer, Summer 2019

Wegmans Food Markets

Collaborated with the Asset Protections division and meteorology team to create a weather impact monitoring application for internal use by the company to provide realtime weather information for shipping partners. Worked on designs and layouts for security briefing documents and asset protections intelligence reports.

Designer, Dec 2018 to February 2020

Personalized Healthcare Technology

Collaborated with professors who are working on a variety of research projects by creating assets such as presentations, templates and other designs to supplement and improve the display of the research.

Education

Rochester Institute of Technology

Graduation: **May, 2020**

Major: **New Media Design, BFA**

Immersion: **Communication**

GPA: **3.61**

Skills

Visual Design	Experience Design
Design Systems	Accessibility
Development	Information Design
Prototyping	Project Management

Software

Figma	Atlassian (JIRA/Confluence)
Sketch	Cinema 4D
Adobe Suite	Arnold Renderer
Git	X - Particles

Programming

Javascript	Web Components
HTML/CSS/SCSS	Gatsby
React/Next.js	Arduino

Hands On

Photography	Metal / Plastics
Woodworking	Electronics