

Radley Marx

Creative Design & Development

 radleymarx.com

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CAREER

Android Design & Development 2011 - present

Produced over a dozen Android apps and awarded Top Developer and Editor's Choice on Google Play. In most cases, was solely responsible for entire UI / UX and visual design of apps while also contributing as part of development team.

Flash / Flex / Front End Design & Development 2003 - 2011

Clients include NFL, Adobe, Nielsen, Zynga, Mog, Posterous, Honda, Rockband, Naked Juice, Verizon, Macromedia, Proxicom, and various small businesses.

Print Design 1997 - 2003

Independent designer for various businesses and music events including Levis, Sega, Autodesk, CKS Pictures, Leagas Delaney and others.

RECENT

Cloud TV 2009 - present

Co-founder responsible for vision, design, prototyping, UX / UI development, team coordination, QA, marketing & promotional materials, and customer support. Our biggest success, HD Widgets, has over 1.5M paid installs and reigned as a Play Store top 20 paid app for three years.

Disney Studios / Disney Movies Anywhere 2014 - 2016

Senior developer for Android app redesign & development. Worked direct with the VP and product team to transform app to Material Design, resulting in 30% higher average user-rating than iOS version.

Adobe Groups 2010 - 2011

Responsible for UI / UX upgrade for community website. Created working prototype incorporating new global design specs with existing code from ADC and Day CMS.

Zynga 2009

Part of development team for Café World (Facebook game) which ramped to over 6.5 million daily users within the first week. Primary role was UI development (converting design comps to working product), as well as some UI to game engine interaction, iso-world features, and Facebook Connect integration.

Mog 2008 - 2009

Flash / Flex developer responsible for building music stream player prototype. It was the first to enable users to adjust between "all artist" and "similar to artist" streamed content.

NFL Networks 2007

Managed Flash development team for 2007 nfl.com rebuild. Designed and built real-time data display widgets (score strip, scoreboard, and drive chart). Created media players sharing core playback components including Akamai live video streaming & DoubleClick video ads.

ABOUT

I'm known as a "unicorn" because I'm a designer who learned to code professionally. I've been creating digital media since 1994 and have been a top Android designer / developer for the last six years.

TOOLS / LANGUAGES

Design

Adobe Creative Cloud: Illustrator, Photoshop, Premiere, After Effects, Material Design, Sketch

Development

Android Studio, Java, XML, HTML, CSS, Javascript, Xcode, Swift, Flash, Flex, Actionscript

CLIENTS

Disney, Adobe, NFL / NFL Networks, Honda, Zynga, Rockband, Verizon, Levis, Naked Juice, Autodesk, Sega, Northwest Airlines, Nielsen, Macromedia, Prentice-Hall, Crowdstar, Mog, Posterous, Project Playlist, CKS Pictures, Leagas-Delaney, V Squared Labs, Proxicom, and many more.

EDUCATION

B.A., Cinema (Multimedia)
San Francisco State University