

E.A. (Earl Anthony) Gray

Experience Design Lead

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CliftonStrengths Top 5:

Achiever | Learner | Futuristic | Competition | Relator

SKILLS | TOOLS

508/WCAG Compliance
Workshop Facilitation
HTML/CSS/Javascript (ReactJS)
Persona Development
Usability Testing
User Research and Interviews
Information Architecture
Journey Mapping / Service Blueprinting
User / Task Flows
UX Strategy and Planning
Rapid Prototyping
Wireframing
Responsive Design
Service Design
Mobile App Design
2D Animation
Game Design

Sketch	MS Visual Studio
Framer	MS Office Suite
Invision	Atlassian Suite
Adobe Creative Suite	Spine 2D / MoHo
Figma	Unity 3D

EDUCATION

University of Maryland, College Park
B.A. Government & Politics

Georgetown University School of
Continuing Studies
M.P.S. Design Management & Communications

ADDITIONAL INFO

University of Maryland Track & Field Team
Member (Recruited)

UXPA - DC Chapter Member

Gallup Consultant Rising Star Award Recipient

Slalom Mogul Award Recipient

Previously Active DoD TS /SCI (Aug. 2020)

EXPERIENCE

Design leader with over a decade of experience in UX/UI Design, Service Design, 2D Animation & Game Design. Experienced in collaborating with and leading multidisciplinary teams. A staunch advocate of bringing an innovative and human or activity centered design approach to solving complex challenges.

PUBLICIS SAPIENT

Dec 2021 - Present

Associate Creative Director

Provide Visual and Interaction Design direction, project planning, and pitch development for a variety of client engagements. Current clients: Ford, Kerry, BJ's Restaurant & Brewhouse, & Xfinity. Co-creator of Publicis Sapient's mentoring community: X-Craft. Currently developing the "Wheel" — a Publicis Sapient wide design system for use in multiple industry verticals.

DEFENSE DIGITAL SERVICE

April 2020 - Dec 2021

UX Digital Service Expert / Chief of Staff

Driving adoption of human-centered and lean/agile practices within the Department of Defense in addition to helping manage a team of 80+ Digital Service Experts (e.g. Data Scientists, Engineers, Designers, and Product Managers). Produced design for multiple battle readiness platforms for various groups within the DoD.

SLALOM

Mar 2019 - April 2020

Experience Design Practice Area Lead (Federal)

Experience Design Lead on complex enterprise-wide projects for both commercial and federal clients. Leading and managing a design team locally and collaborating with partner offices on a key DevSecOps project while helping to pursue new business development opportunities for both new and existing clients.

FJORD / ACCENTURE FEDERAL - DIGITAL STUDIO

Oct 2017 - Mar 2019

Service & Interaction Design Assoc. Manager / Studio Diversity & Inclusion Co-lead

Lead designer on human-centered experiences for U.S. government agencies; conducted usability tests and user research, rapid prototyped design concepts, and produced other deliverables such as design systems, user flows, storyframes, and service blueprints.

GALLUP

June 2016 - Oct 2017

UX/UI Designer

Recruited by Paul Allen (Founder of Ancestry.com) to define and implement the User Research and Design strategy of Gallup's CliftonStrengths (Enterprise and Higher Ed) and Exchange platforms.

HMSHOST

April 2015 - June 2016

Senior Designer / Proposal Graphics

Provided UX/UI design, print design, and motion graphic design support to website, marketing, innovation, and business material production.

LIV GAMES / FORTWOTHREE STUDIOS LLC

Jan 2011 - Dec 2017

2D Animator / UI Designer / Game Designer

Produced 2D animation, motion graphic, UI design, and voice work for independent and major game publishers. Published mobile games which have received over 2,000,000 downloads and have held 4.5 star+ reviews on both Google Play and Apple's Appstore.