



Mark
Oldham

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markcreative.design

Objective: Passionate creative seeking a role that fosters collaboration, problem-solving, and the creation of impactful designs. Eager to continuously expand my skills and contribute to meaningful, user-centered experiences.

Education: Texas State University, San Marcos, TX

2014-2019

- BFA Communication Design

University of Texas at San Antonio, San Antonio TX

2012-2014

Experience Electronic Arts UX/UI Designer

2020–Present

- End-to-end UX, —research, prototyping, high-fidelity design, usability testing, and analytics. Turning insights into clear specs and narratives for product and engineering stakeholders.
- Delivered org-wide improvements to internal tools and knowledge systems, driving **10,000+** hours saved per year via streamlined flows, standardized loading/empty/error states, and self-serve, auto-indexing templates.
- Cut time-to-complete key tasks by **25–40%** (navigation, requests, publishing) by simplifying IA and introducing intuitive patterns.

Cubic Corporation UX/UI Designer

2019–2020

- At Cubic, I served as the lead UI designer for the **Boston Transit App**. My role involved transforming UX low-fidelity wireframes into polished, final screens. I collaborated closely with UX designers to analyze, interpret, and implement annotations, ensuring design accuracy and usability. Additionally, I presented final screens to stakeholders and worked alongside the development team to facilitate a seamless final handoff and implementation.