Lee Holmes UX UI Architect

Passion for **interfaces, blockchains & the moon.** Fascinated how internet connected systems effect human behavior and life experiences.

Blue Apple Boston, MA, 2010 - Present
Owner, UX UI Architect
Website creations. Develop front & back-ends. Best-in-class UX UI Design strategy. Design UI architectures, flows, wireframes, mockups & User Interfaces. Create standards, guidelines and identity. Design document templates and collaterals.
blueapple.us

Healthereum Pittsburgh, PA, 2018 - 2020
UX UI Architect
Designed Provider and Patient interfaces for healthcare blockchain solutions that reduce patient No-Show rate and Survey Engagement rate. Design UI architectures, flows, wireframes, mockups & User Interfaces. Create standards, guidelines and identity. Design document templates and collaterals.

PracticalVR Dallas, TX, 2018
Immersive UX UI Architect
PracticalVR builds the Mixed Reality (MR) tools of tomorrow. With artificial intelligence, PVR learns to recognize, confirm, and reward almost any action with open APIs. Allowing anyone or any place to share their holographic themes and experiences and empowering the early Windows Holographic creators. The PVR platform is a layer between applications and devices and powers the future of sharing in the MR space.

Space Tradex
UX UI Designer
App creation. Developed front-end. User Experience research & strategy. Developed Use Cases & SSNiF's. Best-in-class UI Design strategy. Designed UI architecture, flows, wireframes, mockups & User Interface. Created UI specifications.
spacetradex.com

Moon Squatter | Nodius
UX UI Designer & Developer
Moon Squatter is a modern solution for a decentralized moon land management program, incorporating the global public through blockchain technology for accounting and archiving the activities of the new moon pioneers.

Responsibilities include the creation of blockchain ideology, best-in-class UX UI design strategy, architecture, programming, platform functionality, fund raising, budget development, strategic planning, partnership development and all Q & A activities.
moonsquatter.com

Nodius : A Case For Ethereum Node Servers On The Moon, For Archiving Land Claims To The Blockchain
White Paper Architect
Nodius is an accounting and archiving platform for the moon using small personal satellites called cubesats and the Earth bound decentralized Ethereum network. Only moon pioneers and their technology located on the moon will be able to communicate and submit mission data smart contracts into the Nodius moo{N}ode network. Smart Contracts will then be sent back to Earth's Ethereum Blockchain for consensus verification and historical archiving.
moonsquatter.com/nodius

uPHORX Boston, MA, 2015
UX UI Designer & Developer
Ripple XRP Price Ticker App creation. Developed front-end. User Experience research & strategy. Developed Use Cases & SSNiF's. Best-in-class UI Design strategy. Designed UI architecture, flows, wireframes, mockups & User Interface. Created UI specifications.

Process
Human-Centered Research, UX Strategy and Planning, User-Centered Design Strategy for Process Flows, Wireframes, Mockups, Rapid Prototyping and Pixel-Perfect Polished UI Designs.

Tools
Well versed in the software ecosystems of Adobe, Amazon, Google, Microsoft and Apple. Some of my disciplines include HTML, CSS, Javascript, SEO, CRM, Jira, Sketch, Figma, and Crypto.

About
Pragmatic visionary with relentless desire for innovation. Leader in emerging technologies and design for web, mobile, tablet, and head mounted display interfaces. Responsive and flexible in a collaborative environment. Excellent analytical, visualization and presentation skills with ability to communicate complex concepts across different audiences.

Associations
Pacific Lodge A.F. & A.M., Amherst, MA
American Sailing Association, LA, CA
Mojave Air & Space Port, Mojave, CA
Children's Hospital, Los Angeles, CA
Pandur World Theater Company, Slovenia
Screen Actors Guild, Los Angeles, CA
Sigma Alpha Epsilon, Tennessee Beta
Navy Boys Soccer Camp, Annapolis, MD

Education
New York University
Tisch School of the Arts

American Sailing Association Los Angeles, CA, 2010 - 2012
Senior UX UI Designer & Developer

App & eLearning platform creation. Developed front & back-ends. Directed operations of development team. User Experience research & strategy. Best-in-class UI Design strategy. User Interface design. Graphics design. Installed & managed Joomla CMS and LMS. Incorporated Geographic Information Systems [GIS]. Integrated Social Networking platforms & API's. Managed SEO team. Provided analytics, analysis and progress reports. Created standards, guidelines and identities. Designed document templates and collaterals.

American Sailing Association Los Angeles, CA, 2008 - 2010
UI Designer & Developer

Updated and maintained primary website. eCommerce website & Wordpress Blog creation. Managed & developed front & back-ends. User Interface design. Graphics design. Managed SEO team. Communicated Nautical Legislation updates across audiences. Provided analytics, analysis and progress reports. Created standards, guidelines and identity. Designed promos, ad banners, document templates and collaterals.

The Moon Wars Los Angeles, CA 2007
Lecturer

The Moon Wars was a lecture following man from the dawn of the fire culture to the pursuit of New Space. The Moon Wars looked at the present and future states of the aerospace industry as individuals, companies, universities and governments set new and ambitious goals for Moon Colonization.

Lunar Land Management Society Mojave, CA, 2004 - 2010
UX UI Designer & Developer

Created and developed, at the Mojave Air & Space Port, the Lunar Land Management Society (L2MS), the first NGO land stewardship program for the conservation of the Moon's natural resources. Responsibilities included the creation of ideology, design, architecture, programming, platform functionality, fund raising, budget development, strategic planning, partnership development and all Q & A activities.

Intermediate Space Challenge Mojave, CA, 2006 - 2009
UI Designer & Developer

Created and developed the web presence for the Intermediate Space Challenge (ISC), a Kern County Middle School initiative for the advancement of Science and Math through the study and application of model rockets. The ISC is a yearly completion at the Mojave Air & Space Port, which has attracted congressional support for a future nationwide program.

Virtual Monster Inc. Los Angeles, CA, 2004 - 2006
UX UI Designer & Developer

Created and developed Virtual Monster, an online multimedia content provider based on a Social Networking platform. Responsible for research, architecture, and design of front-end portal. Project managed font & back-end team during development and launch of the beta website.
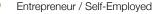
Entertainment Industry Los Angeles, CA, 1993 - 2008
Artist

Credited with 15 years of professional experience in the performing arts. Starred in 12 Feature Films, including: The Salton Sea, Desert Blue, Bandwagon, and Drive Me Crazy. Commercial spokesperson for The 3DO Company and it's ground breaking 3DO gaming system. Toured two years with the play, Dictionary of the Khazars, throughout Eastern Europe with the 2002 World Premier in Belgrade, Serbia. Starred in the stage version of Fahrenheit 451 by Ray Bradbury in 2008. This production was produced by Ray Bradbury and his Pandemonium Theater Company in Pasadena, CA.

linkedin.com/in/leeholmes
978.219.7573

Website: acmeX.llc
Portfolio: Download on Dropbox

- Entrepreneur / Self-Employed
- Artist / Performer
- Employee
- Statistical & Informational