Andrew Sur

UX/UI Designer

New York, NY
(646) 574-7973
linkedin.com/in/andrew-sur-75ba5888/
Portfolio link:
https://www.andrewsur.com
Email: andy6505@gmail.com

UX/UI Design Projects

Franklin Templeton

Product Designer/UX Architect (July 2024 – Dec 2025)
Sole Product Designer for all of Franklin Templeton's North American Digital Designs.

Leveraged AI-powered tools to streamline UI/UX design workflows, accelerating ideation, prototyping, and usability testing.

Designed and delivered wireframes, mockups, and interactive prototypes to validate concepts, prioritize user experience updates, and implement data-informed improvements that increased engagement.

Led UX audits of design systems, search behavior, homepage/dashboard personalization and delivered recommendations that improved content discoverability, reducing cognitive load, and boosting product appeal.

Created and standardized design system components to drive consistency, efficiency, and a cohesive user experience across platforms.

UST Global

Product/UX Designer (February 2022 – March 2024)

Birdsong

Created user journeys, personas, wireframes and mock slides/screens which included designs for dashboards and patient profiles.

Designed high-fidelity dashboard screens with multiple states, datasets, and personas, in a 3 week sprint. Created a design system to streamline data visualization, enhancing audiologist productivity and engagement, and increasing efficiency by 8%.

Dell

Worked through all stages of the design process, from capturing insights with user research, and building and testing prototypes to visual design, to working with business/development teams to deliver improvements and additional features and solve pain points for internal applications such as Playmaker and Falcon Configurator.

Designed user-centered navigation, interactions, sketches, wireframes, low-fidelity and high-fidelity mockups; as well as interactive prototypes, minimum viable beta, and production-ready applications by designing user interface elements, UX specifications, design language systems and standards.

Conducted discovery/user interviews with sales reps to map workflows, uncover pain points, and redesign using insights gathered to create a more efficient experience.

Swanned Social

Product/UX Designer (August 2021 – October 2021)
Created and designed a social group meeting feature for the dating app Swanned.

Education

Springboard

UI/UX Design Career Track
Aug 2020 - Sep 2021
700+ hours of hands-on course material, with 1:1 expert mentor oversight, and completion of 4 in-depth portfolio projects.

New York University

Bachelor of Science
Aug 2012 - May 2016
Majored in Sociology and spent a semester abroad in Berlin at the Humboldt University

Skills

UX/UI Design

Wireframing & Prototyping
User Interface Design
User Experience
Design Strategy & Visual Design
User research & Interviewing
Prototype Design
Product/Feature Validation
Design Proof of Concepts/MVP
Create User Persona & User Journey
Adobe Photoshop & Premiere
UX Research

Tools

Figma
Adobe After Effects & Premiere
Microsoft Office
Miro

Other Work Experience

ViacomCBS (Paramount +)
American Black Film Festival
The Nightly Show with Larry Wilmore
Turner Broadcasting System, Adult Swim
Funny or Die
Freshfields Bruckhaus, & Derringer LLP