SEAN RO
User Experience Designer

CONTACT

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EXPERIENCE

Prescriptive Data, *New York, NY*
Product Designer   **Oct 2016 – Current**

Sole designer on a product team of 2 and company of 20. Customer base (real estate portfolios) growing from 1 to 5 during my time. Own the entire product design efforts from design maintenance to immediate usability improvements to long-term design strategy (informed by human-centered design methodologies) that is aligned with the needs of both end user and business stakeholders.

Contribute to product management by defining the 3 to 5 year product strategy and by prioritizing development work on the product roadmap. Contribute to sales and marketing by helping them respond to RFPs and RFIs, and by joining sales pitches to present product vision to prospective customers and partners.

Conductor, *New York, NY*
User Experience Designer   **Mar 2015 – Sep 2016**

Owned 4 different features within Conductor Searchlight, including the second-most used feature, from concept design to maintenance. Created and maintained a reusable UI library with 2 other UX designers. Collaborated with 2 product managers and executives to gather requirements. Worked with a visual designer to create final mock ups and with 3 agile development teams to oversee the successful implementation of designs, including QA. Created a new design documentation system to improve the transfer of knowledge between design, product management, and engineers.

Cisco (MHCI Capstone), *Pittsburgh, PA*
Technical Lead   **Jan 2014 – Aug 2014**

Designed a 3 to 5 year future solution to Cisco's challenge of mobile collaboration in the workplace with 4 interdisciplinary teammates using the human-centered design process. Conducted user research and synthesized data during the first half then iteratively designed and prototyped a solution during the second half.

EDUCATION

Carnegie Mellon University, *Pittsburgh, PA*
Master of Human Computer Interaction   **Aug 2013 – Aug 2014**

University of Virginia, *Charlottesville, VA*
Bachelor of Arts, Economics   **Aug 2009 – May 2013**

DELIVERABLES

Sitemaps
Wireframes
High Fidelity Mockups
Design Specifications
Personas & Storyboards
Research Findings
Competitive Analysis
Design Goals & Success Metrics
User Journeys
Task Flows
Product Roadmap

RESEARCH METHODS

Human-Centered Design
Contextual Inquiry
Usability Testing
Think Alouds
Iterative Design
Sketching & Paper Prototyping
Storyboarding
Personas and Scenarios
Survey Methods
Experimental Study
User Journey Mapping
Heuristic Evaluations

PROTOTYPING TOOLS

Pencil, Marker, and Paper
Sketch
InVision
Axure
Origami
Omnigraffle
Adobe inDesign
Adobe Illustrator
Adobe Photoshop
Android Development
Java
HTML/CSS
Javascript/jQuery