



I'm Bo, a UX Designer.

I've **led** product design, **built** institutional buy-in around design thinking, **conducted** user research, and **facilitated** at design sprints tackling immigration and sexual health.

About

Contact | www.boschlagel.com | schlagel.bo@gmail.com | Based in San Francisco Bay Area

Software | Sketch, InVision, Principle, Proto.io, Adobe, basic understanding of HTML, CSS, & Javascript

Skills | Human-centered research, systems and generative thinking, visual and prototypic design

Experience

Catalyst Innovation Partners | UX Designer

San Francisco, CA | Sept. '17 - Current

- **Ubisoft project: Navigation, Sept. '17 - Current** – Developing navigation design strategy across Ubisoft web properties, via stakeholder & user interviews, surveys, card sorts, usability testing, sketches, and lo-fi wireframes.
- **Ubisoft project: Community, Feb. '17 - Current** – Carried out 19 video game player interviews to better understand the motivations and pathways to community. Developed community player archetypes and social hive model.
- **Winston Retail project, Dec. '17 - Current** – Designing a mobile reporting app and web dashboard tool. Includes stakeholder & user interviews, sketches, lo-fi wireframes, and hi-fi prototypes through two week sprints.

Bo Schlagel Design | UX Designer

San Francisco, CA | Jan. '17 - Current

- **Full-Labs, Jan. '18** – Refreshed the vitamin startup's site with updated branding, imagery, iconography, and content organization.
- **We the Future, Feb. '17 - Sept. '17** – Collaborated with the founder of an early-stage political startup to develop product strategy, visual design, and UX. Designed a pitch deck, website, and product prototype with usability testing and user surveys.
- **FWD.us, Jan. '17 - May '17** – Conducted stakeholder research to inform structural website changes to increase the visibility of the organization's field presence across the nation. Completed webpage design to showcase stories of immigrants with DACA.
- **Chorus, Feb. '17** – Collaborated with the nonprofit founder to bring to life a digital launch plan. Designed social media graphics & ads, printed conference packets, and lanyards.

FWD.us | UX Designer

San Francisco, CA | Nov. '15 - Jan. '17

- Redesigned a story sharing platform that encourages readers to take political action in support of immigration reform.
- Designed FightForFamilies.org brand through a mobile-first website, social media templates, and physical assets.

Developing Minds Foundation | Princeton in Latin Am. Fellow/Consultant

Colombia | Aug. '13 - July '14

- Volunteered at a Colombian reintegration center for former child soldiers of the FARC guerrilla group.
 - Conducted user and organizational research to inform a 30-page report on problem areas in the organization.
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Education

Brown University

Providence, RI | Sept. '09 - May '13

Bachelor of Arts in Development Studies, Cumulative GPA: 3.82/4.00

Coursework: Methods in Development Research, Documentary Production, Art Studio Foundation

General Assembly

San Francisco, CA | Sept. '15 - Nov. '15

Graduate of a 10-Week, full-time career accelerator focusing on user research, interactive and interface design, prototyping and testing, and working with teams and clients.