

Robert Hirsch

User Experience Designer & Developer

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SUMMARY

With 15 years of design experience and 5 years specific to user experience design and development, I've gained a wide and unique range of technical expertise, including prototyping, native app development, web development, graphic design, branding, and 3D design. Complementing my formal education, I take pride in self-teaching to continuously improve my skill set. I've always been driven to work with innovative technologies, solve big picture problems, and focus on the intricate details that make solutions possible.

EXPERIENCE

Creator | Ziptrip

July 2012 - Current

Side project: map-based mobile app for tracking Chicago public transit

- Design user experience, user interface, wireframes, prototypes, app icon, and graphics
- Work with developer and help code styling and interactions using Swift and Nativescript
- Consume Chicago Transit Authority APIs

Senior User Experience Designer | Project Level Up

Santa Cruz, CA

June 2016 - November 2017

Marketing and technology company facilitating in-home, gym, and workplace fitness challenges

- Built and designed multiple mobile applications and back-end management sites
- Designed company branding, app graphics, marketing materials, and customer facing websites
- Coded styling and interactions using Nativescript, Ionic, Sass

September 2013 - September 2016

Online grocery delivery service, grossing over \$700M with over 500,000 active users

- Sole UX designer responsible for redesigning the e-commerce desktop website and hybrid mobile app
- Created a component-based responsive platform driven from a single code base
- Coded styling and interactions using AngularJS and Sass
- Led research initiatives, including usability testing, interviews, and data analysis
- Designed and coded internal tools for content publishing

Exhibit Designer | Freeman

Chicago, IL

April 2006 - July 2012

Leading trade show and corporate events production company

- Designed immersive environments for trade shows, corporate events, and permanent installations
- Created 3D structures, renderings, animations, print graphics, and branding

EDUCATION

Master of Science in Human-Computer Interaction | DePaul University

2012-2015

Bachelor of Arts in Graphic Design | University of Illinois at Urbana-Champaign

1999-2003

DESIGN TECHNOLOGIES

Adobe Creative Suite, Axure RP, Principle, Sketch, Responsive Design, Mobile Design, Prototyping

DEVELOPMENT TECHNOLOGIES

HTML, CSS, Sass, Javascript, Typescript, AngularJS, jQuery, Swift, Nativescript, Ionic, GIT, XCode, Firebase