

Michael J. Levy

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Fjord

March 2015 - Present
Senior Interaction and Service Designer

Client collaboration

Planning, facilitating, and synthesizing co-creation workshops for up to forty people; leading co-creation workshops and collaborative exercises with clients

Design research

Planning, executing, and synthesizing design research; coordinating multiple, simultaneous research teams working internationally

Interaction design

Building and iterating on digital prototypes; conducting usability analysis; creating multi-channel wireframes; designing user-flows

Leadership and culture building

Starting and leading a practice of regular, studio-wide critique sessions; porting this model to other studios; leading UX work-streams within project teams; leading full project teams.

CNBC

January 2014 - February 2015
Lead User Experience Designer

Interaction design

Aligning digital identity with on-screen brand; designing new cross-channel app and browser-based experiences; conducting iterative design research; building wireframes and collaborating with developers

User experience design

Creating taxonomies of data; developing new, user-centric hierarchies of information; advocating for a user-centric approach within traditional media environment

Freelance

March 2013 - December 2013
User Experience Designer

User experience design

Wireframe development for sites across mobile, tablet, and desktop (Maybelline); designing tablet app paired to in-person experiences (Woodford Reserve)

SYPartners

August 2011 - January 2013
User Experience Designer

Design strategy

Shaped market positioning and communication for new digital tools being developed in-house

User experience design

Iterative prototyping of digital tools; conducting user testing; creating wireframes and collaborating with developers

General Motors

July 2008 - July 2011
Interaction Designer

Interaction design

Creating and patenting novel information patterns for driver information clusters; designing digital tools for drivers to engage with relevant driving data while not in the car

Design research

Conducting ethnographic research across cultures (domestic and international); developing in-car prototyping platform for conducting contextual inquiry

University collaboration

Designing curriculum for Carnegie Mellon design students focused on autonomous driving; advising and collaborating with students throughout semester-long project

Carnegie Mellon University — 2004-2008 — BFA, School of Design