

Evan Rosen

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WHO IS THIS... EVAN ROSEN?

I'm a designer passionate about listening to users - research, prototyping, testing and iterating is the core of my process. Extensive experience in SAAS, Agile and usability testing. I'm looking for a FT role practicing data-driven UI / UX on a product team. Especially interested in companies that are solving meaningful problems for the greater good.

SKILLSETS

Skills: Agile UX, Product Development, App Prototyping, Usability Testing, User Testing, CSS/HTML, Wireframing, UI Design, Dashboard Design, Web Design, Analytics, Copywriting, Blogging & Social Media, Print Design

Software: Sketch, Craft, Invision, Photoshop, Illustrator, Zeplin, Jira, MAMP, Github, Google Analytics, Mixpanel, Wordpress, Mailchimp, Cheetahmail, Constant Contact

EXPERIENCE

OrderGroove

Sr. UX Designer *August 2016 - Present*

As the UX design lead for the front-end team, I drive product design and development with usability testing, thoughtfully annotated wireframes, clickable prototypes and beautiful hifi comps. I work with product owners and developers to build new features & optimize existing products for consumers, clients & internal. Also collaborated with other senior staff in client, sales, dev, data and product to advise product roadmap.

B&H Photo

UX Consultant *December 2015 - August 2016*

Trained and guided a 9 person UX team transitioning to Jira and Sketch from older software, massively improving dev/design communication. Optimized responsive design logic across the site, redesigned main nav header and live chat / user feedback flow. Designed UX-oriented Google Analytics dashboards and best practices for analyzing post-deployment effectiveness on key metrics. Redesigned dozens of static pages and features across the site.

The Orchard

Visual Designer *December 2010 - September 2015*

Design lead for music & film distribution workstation (and admin backend) with 15,000+ users. Worked directly with stakeholders, product managers, jr designers and tech leads to create user flows, clickable prototypes, and hifi mockups. Lead complete redesign of all 100+ pages (twice), wrote and maintained UI style guide, tirelessly hunted bugs and backlogged improvements. Regularly juggled 3-5 projects, integrating client asks, latest tech, design best practices, and performance considerations.

Creative Circle, Various Agencies

Freelance Web Designer *November 2009 - November 2010*

Contract work for small to mid sized ad agencies and tech companies. Created high volume of pixel perfect assets for web campaigns of Fortune 500 brands. Designed for web sites, web apps, print, and iPhone apps. Handled everything from creating vector art to relaunching multi-site networks on a new CMS. Worked with local and remote developers to implement site designs.

Eyebeam Art + Technology Center

Intern - Graffiti Research Lab *June 2006 - September 2006*

Digital temp agency, where I worked production gigs for small to mid sized ad agencies and tech companies. Designed for mobile, print and web. Handles everything from creating vector art to relaunching multi-site networks on a new CMS.

EDUCATION

University of California, Santa Cruz

Community Studies Major *2004 - 2007*

Concentration in the role of Art in Social Movements, History of Structural Oppression.

Global Information Internship Program *2006 - 2007*

Implementing IT solutions for nonprofits, social justice and social entrepreneurship.