

# Ben Crabtree

UX Design Practitioner

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## Work Experience



### Ancestry.com

UX Design

July 2018–Present

- Working in a cross-functional team to qualitatively and quantitatively identify and address customer problems through a human-centered design process in an Agile environment.
- Designing, developing, and testing software product solutions to customer problems iteratively with users while utilizing company UX standards.
- Collaborating with product owners, developers, marketing, other product teams, and product designers to ship seamless experiences.
- Moderating user interviews, user tests, and other research tasks for each project.



### Brigham Young University Library

UX Design

August 2015–July 2018

- Working with stakeholders, users, and developers to identify and address librarian and patron pains within the constraints of business goals through a human-centered design process.
- Designing, developing and testing software product solutions to those pains iteratively with users and stakeholders.



### AncestorCloud

UI Design

May 2015–July 2015

- Created user personas, designed for those personas and assisted in implementing designs.
- Determined user flows, onboarding processes and UI design for both user groups.

## Technical Skills

### Design Tools



Figma



Sketch



Photoshop



Illustrator



After Effects



Premiere Pro

### Front End Technologies



HTML



CSS



SASS

## Awards



### 2015 Crocker Fellow

A competitive fellowship program through the BYU business school which required application and admission, where I learned to employ ideas from design thinking, entrepreneurship, and agile software development to create novel product solutions.

## Work Experience—Continued



### **Riser Design Agency** Design

May 2014–December 2014

- Designed and illustrated several drawings for Google.
- Created several landing pages for ABC.
- Assisted in the branding process of multiple companies.



### **Brigham Young University Museum of Art** UI Design

July 2013–January 2014

- Designed the interface for the Sacred Gifts iPad app as a companion to the Sacred Gifts Exhibition.
- Integrated photography, video, and audio content within the interface.
- Collaborated with print and web designers for overall design consistency.

## Education



### **Kent State University**

M.S., User Experience Design  
In Progress



### **Brigham Young University**

B.S., Technology & Engineering Ed: Non-licensure  
Completed December 2015

## Volunteer Work

THE CHURCH OF  
**JESUS CHRIST**  
OF LATTER-DAY SAINTS

### **Missionary**

Kennewick Washington  
2010–2012

I worked for 15 hours/day teaching, serving, and building connections among communities in Washington state. One of the most important lessons I learned through this experience was that the most worthwhile pursuits in life require consistent effort and hard work over long periods of time, especially learning.