

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.
- Designing, developing, and testing software product solutions to customer problems iteratively with users while utilizing company UX standards.
- Collaborating with 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–Present

- 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



Zeplin



InVision

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 — December 2020 Anticipated Completion Date



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.