



ERIC HELLMUTH

UX/UI Designer

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SKILLS

Prototyping Tools

Figma
Sketch
HTML5/CSS3
Adobe Illustrator
Invision
Photoshop

UX Method

Surveys
Persona Building
User Stories
User Flows
Sketching
Wireframing
Prototyping
Usability Testing

Design

Branding
Color Palettes
Typography
Logo Design

Soft Skills

Adaptability
Coordination
Creativity
Curious
Empathy
Flexible
Friendly
Humor
Integrity
Reliable
Trainable

PROJECTS

TuneCan - [Figma Prototype](#)

Music creators often struggle with the storage of their musical components. They can have thousands of sound bytes that get lost in endless folders on their computer. TuneCan was created to help solve that problem.

Bluster - [Figma Prototype](#)

People are getting tired of social media and the constant feeling that their self worth is correlated to the amount of likes they get on a photo. Bluster is social media reimaged as a game between small groups of friends that helps promote conversation and build relationships.

EXPERIENCE

Associate Automation Engineer

Sep 2015 - Present

Regeneron Pharmaceuticals

- Responsible for collaborating with end users (operators), quality assurance, and our engineers to determine what UI screens and/or code need to be updated.
- Responsible for designing new and improving upon current UI elements to help improve our operators workflow.
- Interview manufacturing personnel to find pain points in current screen design or programmable logic controller code.
- Prototype designs and present them in cross functional meetings with management and end users to gather feedback throughout the design phase.
- Work closely with Engineering during the entire project to ensure the project is on the right path and scope creep does not occur.
- Test designs thoroughly before implementation to make sure the initial problem has been solved and end users are satisfied with the end product.
- Balance a multitude of projects and change gears at a moments notice. Due to the pharmaceutical environment, projects change in importance daily and priorities must switch accordingly.

Product Design Apprenticeship

Sep 2019 - Jun 2020

Bloc

- Learned industry best practices and design process standards with a focus on UX Research, Visual Design, and Front-end development.
- Created and deployed projects while learning new tools and frameworks by collaborating several hours every week with a senior product designer.

EDUCATION

State University of New York at Oneonta

Aug 2010 - May 2014

BS in Biology with a minor in Chemistry