

# ERIC HELLMUTH

UX/UI Designer

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## EXPERIENCE

### REGENERON PHARMACEUTICALS

*Automation Engineer* | May 2021 - Present

*Sr Biotech Production Specialist* | Sep 2015 - Apr 2021

- Work in a team of automation engineers for industrial operations designing and coding user interfaces and functionality for the purpose of improving the workflows of machine operators.
- Collaborate with end users, quality assurance, and engineering to determine what processes in our industrial operations need UI and/or code updates.
- Design, prototype, test, and present proposed solutions to stakeholders.
- Responsible for final implementation of changes out in the field.

## PROJECTS

**BLUSTER** - [Figma Prototype](#)

- Focused on researching, designing, and prototyping a new way to do social media. Bluster is a game between small groups of friends that helps promote conversation and build relationships.

**TUNECAN** - [Figma Prototype](#)

- Researched, designed, and prototyped a cloud storage platform to help music producers and solo artists organize their samples and improve their workflows.

### DUAL CLEAN-IN-PLACE SKID SEPARATION

- Interviewed manufacturing personnel to understand pain points in the cleaning of industrial equipment. Designed, tested, and worked with engineers to develop a solution to reduce rework that wasted operators time.

## EDUCATION

### PRODUCT DESIGN APPRENTICESHIP

*Thinkful* | Sep 2019 - June 2020

- 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.

### STATE UNIVERSITY OF NEW YORK AT ONEONTA

*BS in Biology with a minor in Chemistry* | May 2014

## SKILLS

### UX Method

- Surveys
- Personas
- User Stories
- User Flows
- Sketching
- Wireframing
- Prototyping
- Usability Testing

### Tools

- Figma
- Sketch
- HTML/CSS
- Illustrator
- InVision
- Photoshop