

# Harris Seabold

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**Seasoned User Interface & Product Designer** with 5+ years of expertise in end-to-end B2B and B2C UX design. A systems thinker with a data-driven design approach, leveraging design thinking methodologies to create intuitive and scalable solutions for aerospace, defense, and construction applications. Experienced at leading and working with cross-functional teams and collaborating with senior leadership and C-suite stakeholders to drive strategic design initiatives and to achieve successful business outcomes. Passionate about human-centered design and delivering innovative and user-centric solutions catered to complex industries.

## WORK EXPERIENCE

### RTX: Collins Aerospace - Avionics Advanced Technology 05/2023 - Present Future Flight Deck Sandbox - Design Lead | Design Engineer II Hybrid/IA

- Lead end-to-end design of concept flight deck UIs, showcasing emerging technologies to business jet customers.
- Conduct user research on pilot workload and flight deck technologies, using interview, observation, and co-design research methods.
- Develop and maintain a design system.
- Collaborate with a multi-disciplinary team of researchers, commercial pilots, and engineers.
- Reduced pilot workload by **50%** through intuitive UI design and emerging automation technologies.
- Contributed to **3 patent submissions** and **6 intellectual property filings**.
- Skills: Figma, Paper Prototyping, Design Systems, Blender, Usability Testing, Eye Tracking (Tobii, Pupil Labs), 3D Printing, Java Script/CSS/HTML, Project Management.
- Soft Skills: Collaboration, Cross-Functional Teamwork, Communication, Stakeholder Management, Critical Thinking, Problem-Solving, Continuous Learning, Leadership, Decision-Making, Innovation, Strategic Thinking.

### Iowa State University - College of Design 08/2021 - 12/2023 3DAIT Project - Graduate Research Assistant Ames, IA

- Contributed to a **\$2 million Iowa State initiative** aimed at **reducing housing costs and construction waste** through **automated 3D printing and robotics**.
- Designed and evaluated **digital twins** for **3D-printed home construction**, leveraging Unreal Engine 4, IoT technologies, and LiDAR scans to optimize building efficiency.
- Conducted **user research** to improve digital twin usability and facilitate interaction between architecture, engineering, and construction teams.
- Skills: Unreal Engine 4, Blender, User Experience Research, Lidar Scanning, Point Cloud, Drone Piloting.
- Soft Skills: User-Centered Design, Data-Driven Problem-Solving, Industry Awareness.

### Iowa State University - College of Engineering 02/2021 - 12/2023 Virtual Reality Applications Center - Graduate Research Assistant Ames, IA

- Collaborated with **Raytheon, Boeing, and the U.S. Navy** to design and evaluate **interface prototypes** for defense, manufacturing, and shipping technologies using emerging VR and AR technologies.
- Partnered with student-lead engineering and design teams to develop human-centered solutions using **interactive VR and AR prototypes**.
- Designed game interfaces and interactive simulations in Unity and Unreal Engine 4, enhancing training and visualization for complex systems.

- Presented research findings and prototypes to industry leaders, influencing next-generation aerospace and defense technologies.
- Skills: Unity, Unreal Engine 4, Figma, Blender, User Interviews, Usability Testing.
- Soft Skills: Effective Communication, Presentation, Rapid Prototyping, Iterative Design, Learning Agility, Attention to Detail, Systems Thinking.

## Design Mill Inc. - Precision Reality™ Project User Experience Design Intern

02/2021 - 07/2022  
Dubuque, IA

- Evaluate and redesign the Precision Reality™ User Interface based on customer needs and feedback.
- Improved **user efficiency by 20%** by refining navigation, layout, and interaction design.
- Skills: Adobe XD, user interface evaluation, user interviews, end-to-end design, responsive web design.

## EDUCATION

### M.S. in Human Computer Interaction

Iowa State University - Graduate College

12/2023

### Master in Industrial Design

Iowa State University - Graduate College

12/2023

### Bachelors in Industrial Design

Iowa State University - College of Design

Ames, IA • 05/2021

Cum Laude

Dean's List for 8 semesters

## SKILLS

### Design

- UX Research
- Wireframing
- Responsive Web Design
- User Testing
- UI Design
- Design Audit
- Pen and Paper Sketching
- Python
- HTML/CSS/JavaScript
- Laser Cutting
- Front End Programming
- Wood Shop Trained
- Drone Piloting and Photography

### Software

- Figma
- Adobe Suite [Photoshop, Illustrator, InDesign, Premiere Pro, After Effects, Aero]
- Miro
- Autodesk Product Suite
- Blender
- Keyshot
- SketchUp
- Solidworks
- Rhino 7
- Microsoft Office [Co-Pilot, Word, PowerPoint, Excel]
- Unity
- Unreal Engine
- FAA Part 107 - Remote Pilot License

### Project Management

- Leadership
- Agile
- Creating and Sharing Reports with Stakeholders
- Interdisciplinary Collaboration
- Consolidating findings
- Jira
- Monday.com
- Confluence

### UX Research

- Empathy Mapping
- Affinity Mapping
- usertesting.com
- Data-Driven Problem Solving
- Power BI
- Tableau
- Heuristic Evaluation
- Card Sorting
- A/B Testing
- Contextual Inquiry
- Survey Design