

user experience  
design & research

**some skills**

## DESIGN

Sketch, Figma, Adobe Suite,  
InVision, Balsamiq, OmniGraffle,  
Mural, Powerpoint/Keynote, Principle

## DATA & ANALYTICS

Google Analytics, Mixpanel, Google  
Sheets/Excel, Twitter Analytics,  
Optimizely, Tableau

## UX METHODS

Contextual Design, Design Sprints,  
Heuristic Evaluation, Survey Design,  
Card Sorting, Service Blueprints

## PROGRAMMING

HTML5 & CSS3, JavaScript/JQuery,  
Git & Github, Command Line

+ Tinkered with Node.js, Jekyll, Ruby/Sinatra, Sqlite/Postgres, Processing/P5.js, Python, Java

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## where to find me

Brooklyn, NY  
twitter / github / instagram: @saltzshaker  
essaltz@gmail.com / saltzshaker.github.io

## some places i've worked

Bloomberg L.P. / UX Designer  
JAN 2018 - PRESENT, NEW YORK, NY

Design and research for Bloomberg Enterprise products in News & Charts with a specialty in natural language interfaces.

CBRE Build / UX Researcher  
OCT 2017 - DEC 2017, OAKLAND, CA

Conducted research using contextual design and Jobs-to-be-Done, presenting findings to senior CBRE leadership. Three month contract position.

Pop Up Archive (acquired by Apple) / Content Strategist  
FEB 2014 - JULY 2016, OAKLAND, CA

First non-founder employee. Wireframed a suite of applications for a a podcast API, Worked with the team's engineers to implement them.

UCSC Linguistics Labs / Research Assistant  
SEP 2010 - AUG 2012, SANTA CRUZ, CA

Facilitated research studies using eye-tracking equipment. Analyzed acoustic spectra.

## some places i've learned

Carnegie Mellon / M.S. in Human-Computer Interaction  
SEPT 2016 - AUG 2017, PITTSBURGH, PA

UC Santa Cruz / B.A. in Linguistics  
SEPT 2009 - DEC 2012, SANTA CRUZ, CA

## other things i've done

Neither Her nor HAL: Representation in Speech Tech.  
JAN 2019, PROCESSING FOUNDATION, LOS ANGELES, CA

Leading workshop about speech technology for Processing Community Day 2019.

Filter Bubble Roulette (Mobile VR experience)  
MAY 2018, MOZILLA & THE MUSEUM OF TECH INNOVATION, SAN JOSE, CA  
Created “filter bubbles” featuring volumetric video interviews with New Yorkers.  
Winner of Mozilla’s “Reality Redrawn” Challenge. Exhibited at the Tech Museum.

New Frontiers in Sonification of Financial Data  
AUG 2017-PRESENT, CMU & BLOOMBERG, NEW YORK, NY

Led research for “Stockgrok” web app enabling auditory analysis of financial charts for users with visual impairments. Presented at CSUN Assistive Technology Conference 2018, the Educational Testing Service, and CIBC Bank.

Toward Measuring Empathy in Virtual Reality  
OCT 2017-PRESENT, CMU, PITTSBURGH, PA

Designed a lightweight research protocol for capturing emotional experiences in VR. Paper accepted at CHI Play conference (ACM SIGCHI).

