

AUSTIN RODDICK

Seeking [UX Research](#)
Opportunities & Internships

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WHAT I AM BEST AT

My years of experience in leadership and student government have provided me with a strong intuition and sense of empathy for the everyday user, giving me the ability to ask the right questions at the right times when conducting research.

My engineering experience helps me turn a trained eye on the data I collect, helping me uncover useful patterns, generate actionable insights, and select or create the most effective research technique for any situation.

PROJECT EXPERIENCE

PRESENT
OCT. 2020

DESIGN FOR AMERICA | San Diego, CA
UX Researcher Project Team

- Worked on a team of 10 researchers to investigate ways to help local businesses affected by COVID-19
- Designed ethnographic studies focusing on addressing problems brought up by small business owners
- Organized research materials into a unified database, ensuring consistency between researchers

PRESENT
OCT. 2020

EASTBLUFF INDUSTRIES | San Diego, CA
Co-Founder & UX Researcher Startup

- Co-founding a startup specializing in aerial drone systems that assist lifeguards during rescue operations
- Received grant funding from UC San Diego startup accelerator to build and pilot prototypes
- Conducting in-depth contextual inquiry with lifeguards, surfers, drone hobbyists, and water safety professionals to accelerate product development

SEPT. 2020
JUNE 2020

DESIGN CO. LEVELUP | San Diego, CA
Lead UX Researcher Project Team

- Created, planned, and executed a comprehensive 10-week, 40+ user research program aimed at investigating the U.S. voter experience
- Worked on a team with 3 other designers to iteratively design and test an app that addresses U.S. political friction by using a chatbot to facilitate political conversations between strangers
- Managed user and stakeholder relationships through weekly interviews, check-ins, surveys, and focus groups
- Created detailed testing protocols, design models, and databases to support research and design ops
- Conducted an ethnographic study, usability tests, and participatory design sessions to validate product iterations

JUNE 2020
MARCH 2020

CONTEXTUAL DESIGN CAPSTONE | San Diego, CA
UX Researcher, Product Designer Class Project

- Designed and conducted an ethnographic research study with four other student researchers at the onset of the COVID-19 pandemic with various people who were working remotely for the first time
- Designed a unique multimodal workspace application that lets workers visualize their office space virtually
- Collaborated on the creation of a complete design system for this product, and led the team on overall component and visual design
- Engaged with a group of ~15 users over the course of 10 weeks through weekly usability tests, contextual interviews, and check-ins

PROFESSIONAL EXPERIENCE

SEPT. 2018
JUNE 2018

STONE BREWING CO. | Escondido, CA
Project Engineering Intern Internship

- Conducted usability studies with brewery employees related to machine safety measures, such as laser safety shields and PPE
- Applied lean manufacturing principles to the production line through a thorough analysis of bottle breakage metrics
- Worked closely with engineers, mechanics, and electricians to repair and adjust pressure and density meters on brewing tanks

EDUCATION

MARCH 2021
SEPT. 2014

UNIVERSITY OF CALIFORNIA, SAN DIEGO
B.S., Cognitive Science w/ Spec.
Design & Interaction

Minor, Engineering Mechanics

SKILLS

RESEARCH

- Usability Testing (Remote & In-Person)
- Contextual Inquiry
- Heuristic Evaluation
- User Interviewing
- Ethnographic Methods
- Survey Design & Analysis
- Competitive Analysis
- Participatory Design

TOOLS

- UserTesting.com
- SurveyMonkey
- AirTable
- Sketch
- Figma
- Adobe Suite
- Google Analytics
- MS Office

DESIGN

- Human-Centred Design
- Wireframing
- Rapid Prototyping
- Journey Mapping
- Affinity Mapping
- Agile Methodologies