

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
JAN. 2020

THE LICHEN LAB | San Diego, CA
Lead UX Researcher Startup

- Planning and leading a field study program in laboratories at a large university aimed at investigating the efficacy of laboratory sustainability solutions
- Crafting a research timeline, and working with the startup founder to establish key research questions for investigation
- Using research to evaluate and test existing competitive solutions to identify gaps and usability issues

DEC. 2020
OCT. 2020

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

- Co-founded 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
- Conducted a small-scale 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, 25+ user research program aimed at investigating the U.S. voter experience
- Project managed a team of 3 designers while iteratively designing and testing 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 or bi-weekly interviews, check-ins, surveys, and focus groups
- Presented and defended designs and key milestone deliverables to the team while advocating for end users and their experiences
- 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
- Established design guidelines for interaction, UX, and motion design patterns, taking care to consider current best practices and standards for desktop web design

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

DESIGN

- Human-Centered Design
- Wireframing
- Rapid Prototyping
- Journey Mapping
- Affinity Mapping
- Agile Methodologies
- Storyboarding
- Persona Creation
- Information Architecture

TOOLS

- Figma
- SurveyMonkey
- AirTable
- Sketch
- Adobe Suite
- Google Analytics
- MS Office

ACHIEVEMENTS

Design Co. LevelUp Program
Sponsored by Intuit, Google, Facebook, and more
Winner, Best Design Principles

UX of Headphones Heuristic Review Event
Sponsored by Sony
Selected as one of five winners