

Summary

I am a proven **design leader** who has successfully managed **large digital projects** for **high profile clients**. I leverage my **extensive background** in both **design** and **development** to build comprehensive, reusable, and scalable **digital products** and **design systems**.

Professional Experience

Amercian Express

January 2018-Present

Principal User Experience Designer

December 2018-Present

- Directing a large and diverse team of UX designers, researchers, design managers, and a writer to build a brand new product in a new domain for American Express
- Worked as the platform lead for all commercial non-card lending products:
 Created an extensive and complex application for a merchant loans.
 Redesigned invoice financing to utilize our design language system
- Created a mentorship program for our design team. Developed a selfassessment framework, a monthly lecture series, and a UX ebook library

Senior User Experience Designer

January 2018-December 2018

- Worked in an agile team to redesign Amex's corporate card expense reconciliation site. Led ideation & sketching sessions, tested prototypes
- Transformed American Express' DLS Sketch file into a versatile UI Kit. Harnessing Sketch's reusable styles, responsive resizing, & nested symbols
- Organized and facilitated the first Design Sprint in NYC at American Express

KBS

March 2015-November 2017

Associate Director, User Experience

November 2016-November 2017

- Led a design discovery to redesign the PODS website that won a multi-million dollar redesign contract. Delivered a UX audit, competitive research, personas, journey maps, and usability testing
- Designed a 3D cabinet configurator for Stanley Black & Decker; We successfully launched an MVP and two feature releases. Created a design system, user flows, usability tests, and comprehensive prototypes
- Led the UX team and built a skills matrix to help visualize our strengths and gaps. Established a *Sketch* and *InVision* workflow to streamline work between the UX, Design, and Development departments

Senior User Experience Designer

March 2015-November 2016

- I led the responsive redesign of BMWUSA.com, resulting in a 216% increase in mobile traffic surpassing desktop traffic. Built a modular design system, a responsive grid, wireframes, user flows, and prototypes
- Redesigned the sign-up flows for the My BMW website. Created wireframes, user flows, interaction and technical documentation, and detailed prototypes
- Designed a learning center for digital marketing at Hershey. Conducted user and stakeholder interviews, designed content types, and wireframes

Portfolio https://bit.ly/mark-reilly-portfolio LinkedIn https://bit.ly/mark-reilly-linkedin

Skills

- · Problem Framing, Ideation, & Design Thinking
- Design Systems, Style Guides, & Visual Design
- Responsive Web Design & User Interface Design
- · Interaction Design & Information Architecture
- · Sketching, Storyboarding, & Paper Prototyping
- Wireframing, Card Sorting, & High-fidelity Prototyping
- · Usability Testing, User Interviews, & Personas

Technical Skills

- · Sketch, Figma, Photoshop, Illustrator
- · InVision, Principle, Framer, OmniGraffle
- Final Cut Pro, Keynote, After Effects
- Markup (HTML) & Styling (CSS)
- · Sass, Javascript & jQuery, Grunt & Gulp
- Git & SVN, PHP, MySQL, Drupal

User Experience Specialist

Digital Communications Group, NYU Information Technology Services August 2014—March 2015

- Designed and developed a new responsive user interface for Sakai—an open source Learning Management System—used by over 350 leading learning institutions
- Redesigned and prototyped a new user interface for NYU's Email Direct—a bulk email communication tool for NYU administrators

User Experience Designer

Academic Technology Services, NYU Information Technology Services
October 2011-August 2014

- Conducted extensive usability testing and research on NYU Classes—a Sakai
 Learning Management System (LMS). Redesigned and developed the new user
 interface based on our research recommdations
- Created a 'Mobile First' prototype for our redesign of MediaCommons—a digital network for professors and post-graduate students of film and media studies
- Designed NYU Stream a video streaming service built on the Kaltura platform

Interactive Designer and Developer

Faculty Technology Services, NYU Information Technology Services
October 2008–October 2011

- Designed and developed <u>MediaCommons—a digital network for professors and post-graduate students—using Drupal</u>. Established a distinctive look and feel for the <u>MediaCommons</u> network and its project sites
- Designed and developed two platforms for browsing the digital collections of NYU Libraries. Allowing patrons to view both image-based collections scanned books and photographs—and stream audio and video collections
- Researched streaming services and wrote a report recommending the Kaltura platform for NYU's in-house streaming platform

Columbia University

August 2001-September 2008

Senior Web Designer and Developer

Columbia University Digital Knowledge Ventures May 2005–September 2008

• Designed and developed educational course content and departmental websites for *Columbia University* and affiliated non-profits

Web Designer and Developer

Columbia University Digital Knowledge Ventures August 2001–May 2005

- Worked with Columbia University faculty to design and develop interactive eseminars and courses
- Designed and developed interactive maps, audio slideshows, podcasts, and video production and post-production for streaming video and DVD

Education

Ph.D. Media & Communication, *The European Graduate School*, Saas-Fee, Switzerland

Certificate in Film Production, *The New School*, New York, NY M.Phil. Medieval History, *Trinity College Dublin*, Ireland B.A. History and Philosophy, *University College Dublin*, Ireland

Teaching

The New School, Fall 2004–Spring 2008 Adjunct faculty member, *Media Studies*

• Courses: Foundations of Media Design, Digital Video Effects, and Motion Graphics with After Effects

Columbia University, Summer 2005–Summer 2008 Instructor, *High School Program*

• Course: Digital Filmmaking: From Initial Concept to Final Edit

Additional Information

Organizations

- Co-Founder: NYU UX Group & NYU Web Designers and Developers Group
- Co-Organizer: DrupalCamp NYC 9 & 10 NYC Drupal Users Group
- **Member**: IxDA NYC UXPA Gotham Sass Meetup NYC Drupal Users Group Agile Experience Design Meetup Type Directors Club

Selected Presentations, Event Organization, and Trainings

Presentations

- Better Tools for a Better Process at KBS' Bits & Bites 23rd March 2017
- Beyond Putting Lipstick on the Pig at EdUI 2014 30th September 2014
- Sakai: Meet MORPHEUS at Open Apereo 2014 2nd June 2014
- Rapid Prototyping Techniques at TorchTech: UX Networking Breakfast 23rd April 2014
- Fixing Broken User Experience at NYU ITS All Hands Meeting 21st September 2012
- MediaCommons 2.0 at Digital Library Federation Forum 5th May 2009

Event Organization

- UX Networking Breakfast Co-Organizer TorchTech & NYU UX group 23rd April 2014
- UX @ NYU Co-Organizer NYU UX group 14th November 2013
- Usability @ NYU Co-Organizer NYU UX group 11th December 2012
- DrupalCamp NYC 9 & 10 Co-Organizer & Designer NYC Drupal Users Group June & December 2011

Trainings

- Design Teams Are a Design Exercise: How to Build, Inspire and Keep Design Teams (Happy) with Alberta Soranzo & Martina Hodges-Schell, Interaction 17 — February 2017
- Leading Creative Ideation with Christian Linsey & Jen Zhao, Cooper U May 2016
- Design Leadership with Teresa Brazen & Lane Halley, Cooper U August 2015
- Scaling User Interfaces with Amy Schade, Nielsen Norman Group August 2014
- UX Leadership with Kim Goodwin, Rosenfeld Media October 2012
- Do It Yourself Usability Testing with Steve Krug, Rosenfeld Media May 2012
- Sketching Interfaces with Jason Mesut & Sam Smith, Interaction 12 February 2012
- Mobile Prototyping Essentials with Rachel Hinman, Interaction 12 February 2012