Alexander Heilgeist

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Work Experience

MAQ Software | UI/UX Designer | Redmond, WA | June 2017-Present
- Create high fidelity mockups and designs for data visualization dashboards and other web products
- Work directly with clients to understand their needs and pain points to create tailored designs
- Work in concert with developers to understand product limitations and strengths to improve designs
- Work with local UX and Content teams, as well as coordinating and training with international UX Team
- Use iterative Agile process to constantly refine and produce better designs
- Strong experience with Power BI, including acquiring Microsoft Certified: Data Analyst Associate

ROY-G-BIV | UX Intern | Bingen, WA | July 2016-December 2016
- Develop a user research regiment to lay the groundwork for a new mobile app
- Perform user research using observation, interviews, and survey techniques
- Design user interface for new mobile app
- Design application back-end functionality

Public Projects

SEAN Chatbot - https://blog.maqsoftware.com/2019/04/millions-of-arizona-citizens-receive.html
Created for the Arizona Department of Economic Security (DES), SEAN was designed to improve the ability of the state's Program Service Evaluator (PSE) training through intelligent referencing of their Policy Manual. Operating in a two person UX Team, my contributions involved designing the SEAN interface for both standalone and Skype for Business implementations, greatly improving and integrating into the PSE workflow.

Tuber - http://tuberapp.weebly.com/
Tuber is a design for an app and system which allows for users to request a certified ride to the airport, and be scanned in the car, avoiding lines and security. Operating in a three-person team, my contributions to the project were the original idea for the service, the construction of personas and scenarios for potential users, and the creation of annotated wireframes.

Lunar Lander Simulator - http://tinyurl.com/LunarLanderSimulator
The Lunar Lander simulator is a theoretical design for a museum-based VR simulation of the lunar surface. Operating in a three-person team, we created prototypes of interaction screens, created the interaction design, and performed user testing to refine our interface design.

Technical Knowledge
- Microsoft Certified: Data Analyst Associate
- Skilled user of: Power Bi, Figma, Adobe XD, Illustrator, InDesign, and Photoshop
- Proficient in Data Visualization, Interaction Design, Usability Testing, and Agile methodology
- Fluent in Java, Javascript, Python, HTML, CSS, PHP, Lua

Education

University of Washington | Class of 2017
- Human Centered Design and Engineering Major – Human Computer Interaction Focus
  - HCDE 321 – Intro to Technical Communications
  - HCDE 310 – Intro to Systems Design and Technology
  - HCDE 318 – Intro to User Centered Design
  - HCDE 300 – Foundations of HCDE
  - HCDE 301 – Written Communication HCDE
  - HCDE 308 – Visual Communication HCDE
  - HCDE 313 – Intro to User Research
  - HCDE 419 – Concepts in HCI
  - HCDE 439 – Physical Computing
  - HCDE 417 – Usability Research
  - HCDE 455 – User Interface Design
  - HCDE 411 – Information Visualization

- 3.54 GPA
- Interdisciplinary Honors