# ANGÉLICA ROSENZWEIG

User Experience Designer

## **EXPERIENCE**

## GE Digital, San Ramon, CA

**Senior Interaction Designer** April 2016-Present **Interaction Designer** July 2014-March 2016

Design and define the product direction for APM (GE's software suite to monitor industrial equipment performance), and predix.io (the primary web portal for GE's Industrial Internet Platform as a Service offering)

Conduct user studies, create wireframes, user journey maps, flow diagrams, and prototypes for complex software

Collaborate with multiple stakeholders, designers, developers, product managers and QA to implement designs into a cohesive product experience

## Indiana University, Bloomington, IN

Research Assistant August 2013-May 2014 Associate Instructor August 2012-May 2014

Conducted empirical user research for a project funded by Intel-ISTC

Plan and lead weekly workshops on user research and design methods

# Intel Corporation, Hillsboro, OR

Interaction Design/UX Intern May-Aug 2013

Planned and conducted user studies to evaluate usage of an existing application and understand users' mental models

Translated reseach insights into actionable design directions and presented findings to the team

Created wireframes to illustrate directions for a project dealing with personal information, privacy, and context-aware computing

# Deutsche Bank Group, New York, NY

Associate January-June 2012

Analyst October 2010-December 2011

Customized electronic trading solutions to meet clients' requirements while taking into account the existing platform limitations

Managed client expectations through the onboarding process

## Apple Inc, Cupertino, CA

**Software Engineering Intern** May-August 2008

Developed and tested a diagnostic application

#### **EDUCATION**

#### **MS Human Computer Interaction** Design

Indiana University Bloomington, May 2014

#### **BA Computer Science**

The University of Texas at Austin,

#### **SKILLS**

#### **UX Methods**

Ideation

Surveys

Personas

Interviews

Wireframing Card Sorting

Ethnography

Cultural Probe

Storyboarding

**Usability Testing** 

Journey Mapping

Contextual Inquiry

Flow Diagramming

Competitor Analysis

Low and High Fidelity Prototyping

#### **Tools**

Axure Sketch

Balsamiq

Adobe Creative Suite

Arduino

HTML/CSS

#### Languages

Spanish: Native English: Fluent