

BEN ALTMAN

7201 AZTEC HILL, MISSISSAUGA, ONTARIO, L5W 1K2

(416) 659-4702 BENALTMAN.AT@GMAIL.COM

EDUCATION

University of Guelph

Masters of Science, Applied Computer Science

2007-2013

- Focus in Human-Computer Interaction

Honours Bachelor of Arts, Computer and Information Science

2003-2007

- Focus in Information Systems & Human Behaviour
- Minor in Marketing Management

WORK EXPERIENCE

BlackBerry

User Experience Designer

2014-Present

- Interaction Designer for 8 BlackBerry Android applications, including the iconic Hub, Keyboard, and Universal Search.
- Led design effort for future concepts, including internal exploration and external research processes.
- Worked closely with development and product teams to plan design sprints, understand goals and feasibility, and reduce churn.
- Managed wiki for internal sharing and coordinated completion of outsourced work.

UX Program Manager

2011-2014

- Lead UX coordinator and contact for the BB10.2 software release.
- Provided UX guidance, review and approval on 30 projects, reducing risk of designer burnout and the need for outsourcing.
- Led validation sessions for each project, improving adherence to specifications and reducing need for test resources.
- Represented UX leadership at weekly cross-functional meetings, proactively addressing potential issues and concerns.
- Streamlined tracking of work by coordinating a specialized JIRA project, eliminating multiple competing report methods.
- Enforced UX consistency and evangelized the value of UX to partner teams.

Usability Analyst, Associate

*2008-2011

- Responsible for user research on 8 projects. Research activities included cognitive walkthroughs, hardware usage sessions, competitive reviews, task-driven user sessions and open-ended experience surveys.
- Constructed personas and conducted heuristic evaluations for both internal and external design deliverables.

StormHunters MUD (Online Game)

Administrator, Programmer and Content Developer

2006-2014

- Expanded and improved upon code (C/C++) developed by several generations of programmers.
- Implemented a new Web site and forum for community feature discussions and input.
- Designed and created new features, systems and worlds to retain and attract players.

SKILLS AND CAPABILITIES

<i>Interaction Design</i>	Wireframing/prototyping in Adobe Illustrator, Balsamiq Mockups, and Axure.
<i>Usability Research</i>	Heuristic evaluation, card sorting, protocol design, persona creation, surveys, task-driven single/pair sessions.
<i>Presentation</i>	Executive presentations, weekly reports, research results.
<i>Development</i>	C, C++, Java, HTML, CSS.
<i>Language</i>	OSSD Bilingual Certificate