

Benjamin T. LaForge, CUA

User Experience

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Experience

Ingenious Med User Experience Architect

Lead architect on several high priority roadmap initiatives, working crossfunctionally with Stakeholders, Product Management, and Development. Generated user-centered solutions by utilizing research and data gathering techniques, collecting feedback, designing interfaces, conducting usability tests, and reporting findings to internal stakeholders.

- Designed and presented interfaces with high fidelity wireframes and prototypes, and documented visual and interation specifications
- Established styleguides for undocumented practices to maintain consistency across applications
- Manged mobile UX debt list to ensure consistent improvements
- Advocated for the importance of design by showcasing the UX department in various settings

12/2017 - Present

Trackmobile Marketing Intern

Individually developed cross-OS standalone desktop application. Designed banner ads, retractable banners, infographics, and more. Continued work for a week after 14-week internship as an independent contractor.

5/2017 - 8/2017

| Skills | Softwares | Languages | Research | UX Methods |
|--------|-------------|------------|-------------------|------------|
| | Axure RP | Java | Interviews | Personas |
| | Adobe XD | Python | Usability Testing | User Flows |
| | Adobe Suite | HTML/CSS | Data Analysis | Wireframes |
| | XCode | Javascript | Reporting | Prototypes |

Education

Georgia Institute of Technology

B.S. Computational Media Media, Interaction Design & Experimental Media GPA: 3.75 | Summa Cum Laude

Certifications

Certified Usability Analyst Human Factors International

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