BEN YAHR

UX Designer | Researcher | New York, NY

Education

Thinkful, Product Design / Coding
October 2019 - April 2020

New York University, Bachelor of Fine Arts
September 2008 - May 2012
Tisch School of the Arts - BFA in Drama, Minor in Child Mental Health Studies

Skills

Research: User surveys, competitive analyses, persona building, wireframing, usability and prototype testing.
Design Tools: Figma, InVision Studio, Git, GitHub, Chrome Dev Tools
Front-End: JavaScript, HTML5, CSS3

Other Experience

Asst. Studio Manager | SoulCycle
2015 - Present
Provide outstanding hospitality to all customers. Act as studio representative when dealing with rider complaints or issues. Responsible for testing and maintaining all stationary bikes and audio equipment used during classes.
Work with other managers to boost ridership and retention in order to meet our weekly, monthly, and yearly business goals.

Design Experience

- **TuneBox | UX Intensive**
Role: UX/UI Design, Research, Brand, Identiy

Researched, constructed, and tested a new music streaming app that combines music and video in one elegant platform.

Link to prototype:
https://invis.io/UVVN3REDX2F

- **BusyBus | Visual Design Challenge**
Role: UX/UI Design, Research, Front-end development

iPhone public transit tracking app designed using user research, visual design, and front-end development methods (HTML, CSS)

Link to GitHub:
https://github.com/benyahr/frontend-challenge

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