

# Spencer Sugarman

UX Designer & Researcher



## EXPERIENCE

### Bessemer Alliance

**Senior Designer** (2015 – Right now)

Part of a small team of designers consulting for industrial manufacturing companies around the world. Daily activities include in-person and remote user research, participatory design workshops, wireframing, paper and digital prototyping for usability testing, and traveling to India.

### Thinkering

**Co-Founder** (2014 – Right now)

Helping local clients solve business needs with technology. Notable work includes designing a commercial truck driving app (then testing it at Pittsburgh-area rest stops), and designing a custom iPad app for a printshop to streamline order processing.

### University of Pittsburgh Medical Center

**UX Designer** (2012 – 2015)

Researched, prototyped, and designed new tools powered by natural-language processing to assist clinicians and other stakeholders in synthesizing overwhelming amounts of patient data.

### Carnegie Mellon University

**Research Associate** (2008 – 2012)

Design and developed a mobile application using jQuery Mobile and Phonegap to assist second-language learners. Designed and developed a web app for viewing and analyzing data gathered by researchers worldwide.

### 3M Company

**UX Designer & Researcher** (2011)

Designed and prototyped a forward-looking educational platform. Performed user research with students, teachers, and industry experts. Built low- and high-fidelity hardware and software prototypes to test and convey design ideas.

## CONTACT



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## EDUCATION

### Carnegie Mellon University

M.Sc, Human-Computer Interaction

### University of Pittsburgh

B.Sc., Psychology

## DONE IN THE PAST YEAR

Participatory Design, Usability Testing, Ethnographic Research, Sketch, HTML/CSS, JavaScript, Principle, Git, Design Sprints, Personas, Storyboarding, Heuristic Evaluation, Data Analysis, Beard Growing, Bike Riding, Zelda Saving