DAN SMITH
UX DESIGNER

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in dansmithux

SUMMARY

As an empathetic technologist, I feel called to create ethical, accessible, thoughtful products that positively impact and enrich us. I'm driven to understand and optimize our human experience — especially how we increasingly interact with and rely on technology in our everyday lives. With end-to-end experience and training in user research, UX and UI design, and responsive front-end development, I can speak multiple role "languages" with fluency, and get products shipped.

EXPERIENCE

O3
UX Strategist
Los Angeles, CA
February 2022 to Current

Speaking of Science
Front-End Engineer & UX Designer
Los Angeles, CA
February 2021 to Current

• Developed responsive websites that promoted cutting-edge biomarker testing to physicians and oncology patients, helping improve patient prognosis outcomes
• Performed heuristic evaluations and usability testing
• Collaborated closely with visual designer to ensure scalability of design patterns for related projects

Microsoft
Front-End Engineer & UX Designer
Bellevue, WA
March 2017 to April 2021

• Developed marketing and interactive web content for Dynamics 365, Power BI, Power Apps, Power Automate, Power Virtual Agents sites for high-visibility product releases and conferences
• Iteratively designed user flows and interfaces for customer support systems in Figma; implemented front-end code for designs
• Collaborated with product managers and other UX designers, and provided feasibility feedback and cost-benefit analysis for new design patterns
• Improved scalability, accessibility, and usability of proprietary design system
• Provided heuristic evaluations and data-driven UX best practice recommendations

PitchBook Data
Web Development Engineer & UX Designer
Seattle, WA
September 2015 to March 2017

• Designed and developed multiple client-facing applications and interfaces (Balsamiq and Sketch) that enabled the company to acquire proprietary data points (150% increase in research throughput / relevant data captures)
• Conceptualized, wireframed, designed, and developed internal automation application that increased employee task efficiency by 200%
• Collaborated with engineers, UX designers, product managers, and non-technical stakeholders
• Received extensive mentorship and guidance from multiple UX designers

General Assembly
Teaching Assistant
Seattle, WA
September 2015 to February 2016

• Guided immersive web development students' learning by answering questions and leading one-on-one and group discussions regarding coding concepts, technological possibilities, project scope, and best practices
• Collaborated with other TAs and instructors to communicate student progress and relay any student instructional needs

Developer in Residence
June 2015 to September 2015

• Mentored students of full-stack web development immersive course
• Participated in lesson planning and curriculum design, co-organized and planned multiple collaborations with UX design immersive students, held office hours, provided consultations for web application projects

EDUCATION

Maryland Institute College of Art
Master of Professional Studies, User Experience Design, 2020
4.0 / 4.0 GPA

Nielsen Norman Group
UX Certificate (UXC), Interaction Design Specialty
91 hours of interaction design and UX research coursework

General Assembly
User Experience Design, 2017
Part-time course consisting of 40 instructional hours

General Assembly
Web Development Immersive, 2015
Full-time course consisting of 480 instructional hours

Western Washington University
Bachelor of Arts, Music, 2014
3.56 / 4.0 GPA

SKILLS

UX DESIGN: interaction design, wireframing, prototyping, IA, UI design, UX writing, design thinking
UX RESEARCH: user interviews, usability testing, contextual inquiry studies, card sorting, A/B testing
DESIGN TOOLS: Figma, Sketch, Adobe XD, Adobe Photoshop
WEB: HTML5, CSS3, JavaScript, Git, Node.js, Express, SQL

AWARDS

Maryland Institute College of Arts
UX Design Thesis Award
December 2020