

CONTACT



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Berkley, MI 48072

SKILLS -

Prototyping/Coding

- Abobe Creative Suite
- · Sketch, Figma, InVision
- Animation and video editing
- · Sketching and storyboarding
- Wireframing

UX Research

- A-B Testing
- · Creating personas and scenarios
- Heuristic evaluation
- Competitive analysis
- Interviewing and facilitation
- Survey design
- Experiment creation
- Information environment & stakeholder interest analysis

LEADERSHIP -

Panasonic Auto UX Mentor

- Planned and set up a variety of UX research projects for my team for competitive analyses, portfolio refinement, and to understand user needs for future products.
- Educated my team on proper UX practices and research methods.

M-Pods

· An idea for an autonomous shared-vehicle service that addresses college campus safety.

ETHAN JANNOTT

I am a user experience (UX) designer who is interested in developing creative and efficient designs that make life simpler.

EDUCATION -

University of Michigan, School of Information | Class of 2018 Bachelor of Science in Information - User Experience Design / Linguistics Minor

UX PROJECTS -

UX Lead / Specialist | July 2019 - September 2018

Panasonic Automotive, Farmington Hills

- Designed and conducted a 3-week long research study to understand how users interact the newest and most intuitive IVI systems in the vehicle industry today.
- Handled all data coding, analysis, organization, and distribution of final findings.

UX Designer / Project Manager | January 2018 - May 2018 LookingBus, Ann Arbor

- Redesigned a mobile app that helps blind and visually impaired (BVI) users navigate the public transit system in the Ann Arbor area.
- Ran a competitive analysis, heuristic evaluation and usability tests with app.
- Recruited participants and conducted 6 different user interviews.
- Designed and conducted an A-B test on 10 different participants.
- Created a screen reader-compatible prototype in HTML for user-testing.

WORK EXPERIENCE —

UX Designer | May 2018 - Present

Panasonic Automotive - Advanced Engineering

- As a part of the holistic innovation team, I design wireframes, product prototypes, animations and storyboards to convey thought processes and design specifications to internal and external stakeholders.
- Conduct primary user research through surveys, interviews, experience maps, field visits, etcetera in order to build empathy and understand our end users.
- Structure and conduct UX workshops to further educate internal stakeholders on the importantance of proper UX research and understanding user needs.
- Create infographics and slides to convey project information to internal and external stakeholders on large-scale projects.

Engineering/Electrical Technician | September 2017 - May 2018

University of Michigan Transportation Research Institute (UMTRI) - Human Factors Worked with other teams in Human Factors to evaluate human

- interactions with autonomous vehicles and various vehicle safety devices.
- · Assisted in the design of various automotive studies contracted to UMTRI.

Residential Advisor & Staff Coordinator | August 2015/16 - May 2018 University of Michigan Housing

- Managed staff dynamics and meetings, and moderated conflict resolution.
- Built community within U of M University Housing by implementing social programs, managing conflict, and supporting individual residents.