

DARIAN GRANT

UX DESIGNER

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Work Experience

LEAD USER EXPERIENCE DESIGNER / PROJECT MANAGER

OTHER.LY | SEPTEMBER 2016 - JANUARY 2017 (4 month contract)

- Redesigned the core functionality to focus on MVP for the web app and on mobile.
- Wrangled all stakeholders and team members to have one vision going forward.
- Conducted research interviews to define a new target audience.
- Conducted usability tests on prototypes to validate and create new design choices.
- Worked with the interface designer on branding and final styling/mockups.
- Communicated designs to the team, held brainstorming sessions, ran stand ups, hosted discussions to isolate MVP features and finalize deadlines for our sprints.

USER EXPERIENCE DESIGNER

VISION CRITICAL | AUGUST 2015 - AUGUST 2016 (1 year)

- Worked on a UX team of 7 to drive the future of our SaaS platform.
- Worked with stakeholders to and clients to understand their needs and goals.
- Was lead UXD on the largest team, responsible for all designs for that section of the platform.
- Delivered wireframes, sitemaps, prototypes, and design documentation to the dev team to easily communicate what needed to be done.
- Presented new process proposals to the company that emphasized the importance of collecting more accurate feedback from our users.
- Hosted weekly design meetings to ensure the UX team was caught up with each other's work and best practices.

LEAD USER EXPERIENCE DESIGNER

A THINKING APE | DECEMBER 2012 - JANUARY 2015 (2 years)

- Lead UX Designer on 3 existing projects.
- Analyzed user metrics every day to justify design decisions for new additions.
- Conducted Usability Tests as support for several other projects at various stages in their production cycles, including paper prototypes, then reiterated designs.
- Created wireframes and design documents, then communicated them to the team.
- Managed a full team, including copywriters, programmers, artists and the support team.
- Doubled revenue in my first 3 months for their second largest game.

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USER EXPERIENCE DESIGNER

ELECTRONIC ARTS | JANUARY 2009 - NOVEMBER 2012 (3 years total)

- Worked on 5 multinational titles over 3 years on console, mobile and web.
- My contributions helped increase revenue from 45m to 120m over 1 year.
- Created paper prototypes, med-fi prototypes, user personas, user scenarios and task cases for all of our projects.
- Justified design choices with data collected from usability tests throughout every stage of development.
- Created filter surveys to gather participants for more in-depth user research.
- Ran group test sessions for our games at different stages of development.
- Conducted 1 on 1 usability tests on various prototypes early on in the development cycle.
- Communicated designs to the team through detailed design documents and feature briefs.
- Specialized in onboarding flows, resulting in around +20% Day 1 retention.

Education

BSc. USER INTERACTION DESIGN

SIMON FRASER UNIVERSITY | GRADUATED DECEMBER 2008

- Studied how to design based off of the needs and feedback from our target audience and end users.
- Studied how to properly research and design for the target audience, including focus groups, surveys, creating personas, cultural probes, research interviews, scenarios, and storyboards.
- Studied various methods of conducting user testing sessions.
- Designed a wide variety of projects ranging from complex web sites, to in-depth video games, to designing and creating physical handheld devices.

More

SKILLS AND INTERESTS

Experienced with the Agile process and sprint planning.
Strong leadership and presentation skills.
Fluent in English and French.
Learning Spanish and Swedish.
Constantly reading research on human behaviour.
Love gaming, and sports.
Constantly working on personal side projects, mainly for fun.

TOOLS

Sketch Morae
Balsamiq Lookback
Invision
Flinto
Visio
Photoshop
InDesign

REFERENCES AVAILABLE UPON REQUEST