Scott Finkel

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CAREER PROFILE

User Experience (UX) Architect with strong experience designing, crafting, and owning scalable web and mobile applications. Proven track record as team lead for business-critical initiatives at a Fortune 100 company, with demonstrated results in enterprise applications, business process efficiency, and cross-functional team growth.

PROFESSIONAL EXPERIENCE

**Product Design Engineer, Senior Staff Feb 2016 – Aug 2023**

Qualcomm Technologies, Inc. | San Diego, California

Lead Design Engineer responsible for the user experience (UX), development, and improvement of new and existing tools focused on Open Source usage and strategy.

* Created and articulated scalable and extensible design solutions to solve complex multi-domain business needs. Drove technical discussions through design principles, emphasizing the importance of information architecture and a user-first approach.
* Concept-to-completion software development, including requirements gathering, processes definition, architecture, design, prototypes, user research, engineering, functional- and user-testing, documentation, and operational reviews.
* Synthesized user requirements, project schedules, and engineering resources to enhance existing applications and improve efficiency of analyst workloads across multiple projects.
* Product ownership for the successful launch of third-party Open Source distribution platform, including vision storytelling, business process automation, engineering training, operational procedures, matrix team management, and communications.
* Managed Agile-based development sprints and roadmap planning for multiple concurrent enterprise projects.

**Solutions Architect, Staff Oct 2008 – Feb 2016**

Qualcomm | San Diego, California

Partnered with Enterprise Architects to design, develop, and deliver best-practice and standards-based solutions to Finance, Human Resources, Engineering, and IT teams across the company.

* Lead UI/UX Architect for web and mobile projects from concept to completion, collaborating with stakeholders, engineers, and end users to achieve cross-functional business goals.
* Pioneered Qualcomm’s first internal design system based on corporate marketing’s brand toolkit, establishing style guides and best-practice resources around user experience considerations for engineering teams developing internal applications.
* Provided leadership and consulting to internal application development teams, working through ambiguity to define processes, inspire look and feel, and consolidate product vision.

**PROJECTS**

**CodeLinaro Jan 2020 – Mar 2023**

An Open Source software distribution platform partnership with Linaro Ltd. focused on security, automation, and customer success.

* Partnered with senior leadership on migration activities for a global Engineering organization to new business process automation and security practices related to the publishing of Open Source software.
* Acted as primary liaison and User Experience consultant to the Linaro engineering team, focusing on UI/UX best practices for partner enablement and customer success.
* Led the Operations track; established internal practices and procedures including engineering user guides, operational playbooks, live and recorded trainings, and more.

**Software Product Registry Oct 2017 – Jan 2020**

A system of record for Open Source software composition created to address the question, “What Open Source is used in my product?”

* Led the user experience design for new legal analysis tooling; delivered persuasive design arguments resulting in improved analyst efficiency by negating the need for repetitive scanning and review of subsequent software versions.
* Designed and produced software bill of materials (SBOM) reports for compliance teams to understand the overall licensing and copyright concerns for a given product tree.

**Mobile Approvals Oct 2013 – Jan 2016**

A mobile-first cross-functional application with a plug-in architecture for widely varied enterprise approval systems including timecards, group management, system access, finance, and others.

* User Experience (UX) Architect and User Interface (UI) engineer including concept-to-completion pipeline of user research, sketches and wireframes, prototypes, production code, user acceptance testing, and feature releases.

CORE COMPETENCIES

User Experience (UX) Design, Front-End Engineering, User Interface (UI) Design, Prototyping, Technical Communications, Web Technologies, Software Development Lifecycle, Strategic Thinking, Product Management, Business Process, Enterprise Architecture, Visual Design, Project Planning, Javascript, CSS, HTML, React, Redux, Sass, Typescript, GitHub / git, Axure RP, Adobe Creative Suite, Balsamiq, Agile Development, Best Practices, Code Reviews, User Testing, Software Design, Web Applications, Application Development, Collaborative, Mentorship, Friendly, Inclusive, Requirements Gathering, Solutions Architecture

TECHNOLOGIES & TOOLS

Javascript, CSS, HTML, React, Redux, Sass, Typescript, GitHub/git, Axure RP, Adobe Creative Suite, Balsamiq

EDUCATION

Bachelor’s Degree, English (Creative Writing) | San Diego State University