Hi,

I'm **Greg Rorem**,
a UX Designer

taking complex ideas & requirements, and crafting them into usable experiences. Bonus: experience in emerging markets and a willingness to travel and accept assignments abroad. Currently Based in Shanghai, China

DO BE IN TOUCH

gmrorem@gmail.com
+1 415.347.9893

grorem.github.io/GMR_UX_Portfolio

EXPERIENCE

EF Labs, Education First - Shanghai, China
Sr. UX-Interaction Designer   May 2016 - Current

UX lead on a new lead generation tool and existing solutions across mobile, responsive web, and back-end systems.

Rain Nicaragua - Managua, Nicaragua
UX Designer & Intl Team Manager   Sept 2014 - Sept 2015

Continued working with Utah and NY based teams while being the guy on the ground and working with the folks in the Nicaragua office.

Rain Agency - American Fork, Utah
UX Designer   Feb 2013 - Sept 2014

Our team shaped the experiences for the products of Rain's clients including some of the largest organizations in the world.

UCSD Interactive Cognition Lab
Research Intern   Feb - June 2012

EDUCATION

M.Sc. Cognitive Systems & Interactive Media
Universitat Pompeu Fabra   Barcelona, Spain — May 2016

Part of interactive technology research regarding VR applications for assisting those affected by post-stroke aphasia.

B.Sc. CogSci - Human Computer Interaction
University of California   San Diego — June 2012

Real world projects honed my skills in-context wrangling projects for some actual clients.

SKILL SET

IxD / UI

Tools
Sketch, Illustrator, Photoshop, Sketchbook Pro

Processes
Sprints, Scrum, Napkin sketches

Research
Usability studies, stats, card sorts, cognitive ethnography, personas

Prototyping
InVision, Framer JS, Axure, code, paper

Code

Front-End
HTML, CSS & Sass, JS (Jquery)

Back-End
Some PHP

Version Control
Git

Languages

Spanish

Russian

German

Mandarin Chinese