Greg Rorem

UX Designer

Taking complex ideas & requirements and crafting them into usable experiences with experience in emerging markets.

grorem.github.io/grorem.github.io-GMR_UX_Portfoio

DO BE IN TOUCH

gmrorem@gmail.com

415.347.9893

EXPERIENCE

EF Labs, Education First // Shanghai, China
Sr. UX-Interaction Designer: May 2016-current

UX lead on new & existing solutions for new customer generation across mobile, responsive web, and backend systems

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

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

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

Our team shaped experiences for Rain's clients which included 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

Took part in interactive technology research regarding VR applications for treatments of post-stroke aphasia.

B.Sc. CogSci, Human Computer Interaction
University of California, San Diego: June 2012

SKILLS & TOOLS

IxD / UX / UI

Design Tools
Sketch, Illustrator, Photoshop

Processes
Sprints, Scrum, Agile, Waterfall, whiteboarding, Napkin sketches

Research
Usability studies, stats, card sorts, cognitive ethnography, personas, storyboarding etc.

Prototyping
InVision, Framer JS, Axure, Code, Paper

Code

Front-End
HTML, CSS & Sass, JS, JQuery

Back-End
Some PHP

Version Control
Git

Languages

Proficient
Spanish

Intermediate
Russian, German

Basic
Mandarin Chinese