

JOHN ROBB

UX DESIGNER

johnrobbdesign.com

SUMMARY

Passionate designer creating products and services influenced by user research.

Excited to take on a role to utilize my broad knowledge of product design and deep understanding of UX and interaction design.

PROCESS

Ideation
User Research
Interaction Design
Design Validation
HTML & CSS

TOOLS

Axure
Adobe Suite

CONTACT

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EXPERIENCE

Research Associate | Bentley UXC

Sep '15 - Sep '16

Plan and execute fast-paced usability studies on small teams. Train new associates on state-of-the-art labs. Created a sample journey map for potential clients. Write posts for the UXC blog.

Designer | Tissue Analytics

Feb - Aug '15

Designed wound-tracking app experiences in a fast-paced startup environment. Improved landing page experience for potential customers. Created promotional marketing materials & graphics.

Freelance UX Designer | Self Employed

Nov '14 - Feb '16

Managed client projects for startups, agencies, development shops, and B2B companies. Created prototypes, wireframes, mobile app UI, presentation design, and expert reviews.

UX Design Intern | Warner Music Group

Jun - Aug '14

Created a framework for a cross-application enterprise notification system using information architecture, wireframes, and task flows.

Mobile Design Intern | Priceline.com

Feb - Aug '13

Increased Google Play Store ranking by directing and editing the first Priceline Google Play store video. Ran first guerilla usability tests for the android app. Created unifying style guides for mobile experiences.

EDUCATION

MS HFID Candidate | Bentley University

Sep '15 - Present

Human Factors in Information Design. Courses include UX Leadership & MGMT, Prototyping & IxD, Field Methods, and IA. Completed in-class projects for Kronos (gamification IxD), a well-known business magazine (user research), and an email marketing company (usability test).

BA in Communications | Pace University

Dec '14

Dean's List & Honor's student, 3.8 GPA. Minored in Art and focused heavily on mobile applications and UX outside of class.

DISTINCTIONS

Honor's Research Grant Recipient

Apr '14

Educated over 60 students about UX by creating an interactive exhibition.

Pace University Pitch Contest: 1st Place

Apr '12

Won \$1000 for a 3-minute pitch of a mobile app concept.

4th Place BMIC Challenge in Barcelona

Feb '12

ACTIVITIES

Volunteer at Code for Boston

Mar '16 - Present

Work with developers to solve Boston's civic and social problems.

President of WPAW, Pace's Radio Station

Apr - Dec '14

Tripled weekly meeting attendance and oversaw 8-member board.