

# Joshua Rudd

Outcome-driven product designer and strategist  
focused on helping teams identify and solve real problems

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## METHODS

Design Thinking  
User Story Mapping  
Qualitative and Quantitative Research  
User Testing  
UX Audits  
Team Facilitation  
Design Sprints  
Agile Methodologies

## SKILLS

User Experience  
Product Management  
Prototyping  
Interaction Design  
Information Architecture  
UX Writing  
Accessibility  
Design Systems  
Software as a Service (SaaS)  
Mobile Applications

## TOOLS

Whiteboard and sticky notes  
Sketch, Figma, Adobe Creative Suite  
UXPin, InVision, Principle  
Abstract, Git  
FullStory, Heap Analytics, Google Analytics, MySQL  
Pendo, Intercom, UserVoice  
HTML, CSS, Javascript  
PHP, Ruby on Rails

## OTHER INTERESTS :)

Reading  
Relief woodcut printmaking  
Homebrewing  
Playing Pent  
Rubik's cube

## EXPERIENCE



### Principal Product Designer

UserVoice

Nov 2015 – Dec 2018 (3 yrs 2 mos)

Raleigh, North Carolina



### Product Lead

UserVoice

Jul 2014 – Oct 2015 (1 yr 4 mos)

Raleigh, North Carolina



### Senior UX Designer

UserVoice

Jul 2009 – Jun 2014 (5 yrs)

San Francisco, California



### Senior Interaction Designer

Brick Design

Aug 2007 – Jul 2009 (2 yrs)

San Francisco, California



### Senior Interaction Designer

Pentagram

May 2006 – Aug 2007 (1 yr 4 mos)

San Francisco, California



### Co-founder & Designer

rearviewWindow

Feb 2004 – Apr 2007 (3 yrs 3 mos)

Dallas, Texas



### Cultural Strategist

CityReach Austin

Jan 2003 – Feb 2005 (2 yrs 2 mos)

Dallas, Texas



### Graphic Designer

Self Employed

Sep 1995 – Feb 2004 (8 yrs 6 mos)

Dallas, Texas



### Graphic Designer (Contract)

Nokia

Jun 1997 – Mar 1999 (1 yr 10 mos)

Irvine, Texas