

Michael Schwartz

UX DESIGNER, VARSITY ATHLETE

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Education

Cornell University

BACHELOR OF SCIENCE IN INFORMATION SCIENCE, MINOR IN BUSINESS

Ithaca, NY

May 2021

- Intend to pursue a Masters in Professional Studies in Information Science at Cornell upon graduation
- Participating in Hunter R. Rawlings III Presidential Research Scholars Program

Experience

Inspiro Designs

FREELANCE DESIGNER AND DEVELOPER

Selden, NY

Jun. 2020 - PRESENT

- Develop and redesign multiple websites to focus on user experience and branding
- Ensure that client needs are satisfied by adhering to concrete deadlines, weekly tasks, and providing constant communication

RISE Summer 2020

UX/UI DESIGN INTERN

Los Angeles, CA

Jul. 2020 - PRESENT

- Collaborated with a team to create an app that enables students to manage their professional network
- Conducted interviews, lead brainstorming sessions, created/iterated upon interactive prototype, and assisted in user testing

RAIE

UX/UI DESIGN INTERN

Palo Alto, CA

Jun. 2020 - Aug. 2020

- Led the design of payment solution product for merchants, resulting in the addition of multiple new accounts
- Created MVP, logo, and digital poster to have a more consistent branding scheme

Suffolk Community College

UX DESIGN INTERN

Selden, NY

Dec. 2019 - Mar. 2020

- Assisted lead web developer in implementing a redesign of the navigation of the college website for incoming students
- Conducted interviews, drew sketches of initial design, and organized navigational architecture

Cornell Cooperative Extension

RESEARCH INTERN

Ithaca, NY

May. 2019 - Mar. 2020

- Created and tested the use of immersive video to communicate about local farming and agriculture to a non-agricultural audience
- Assisted in all aspects of focus group research; summarized key insights, and analyzed qualitative and quantitative data

Extracurricular

Cornell University

TEACHING ASSISTANT, INFO 3450 - HUMAN COMPUTER INTERACTION DESIGN

- Providing mentorship for group projects, held office hours, and graded assignments

Cornell Men's Fencing

TEAM CAPTAIN

- Lead team in practices, meetings, and helped facilitate communication among athletes and coaches

Virtual Embodiment Lab

RESEARCH ASSISTANT

- Conducted three types of experiments (hands-on, desktop, and virtual reality) of a Moon phase simulation for participants

Skills

Design UI/UX design, web design, prototyping, usability testing, wireframes/mockups, interviews, sketching

Tools Figma, Sketch, Illustrator, Adobe XD, InVision, Balsamiq

Development HTML5, CSS3, JavaScript, Python, PHP, MySQL