

Owen N Robison

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Seeking a design role at a company that works to improve the human condition.

Employment

VelocityEHS (Humantech)

User Experience Designer

June 2017 - Present

- Evaluated Humantech's two existing platforms for usability gaps and potential design and technical improvements.
- Researched and designed a user-friendly, single page responsive version of The Humantech System's Job Assessment: a process for assessing and improving the ergonomics of a manual job.
- Performed usability testing on new designs to ensure usability improvement.
- Redesigned Ergopoint, an office ergonomics platform, to fit the VelocityEHS styleguide.

Ten-X (formerly Auction.com)

User Interface Prototyper / Product Designer

June 2015 - September 2016

- Researched, designed, and prototyped an iPhone app for bidders at REO auctions to help bring technology to our largest line of business.
- Developed high-fidelity interactive prototypes of new site features for usability testing, and web prototypes of UI components to help test responsive designs
- Lead our design team's effort to collect and codify our design patterns to develop a design language and provide a consistent experience across our products.

Auction.com

Product Design Intern

May - August 2014

- Added new features to the internal functional prototype to facilitate user testing.
- Designed a mobile version of the search page, and planned an interactive prototype.

Education

University of California Berkeley School of Information

September 2013 - May 2015

Master's of Information Management Systems

- Information Visualization
- Needs and Usability Assessment
- User Interface Design and Development

University of Michigan

August 2010 - May 2013

B.S. in Computational Informatics

Skills

Tools

- Sketch
- Adobe XD
- Adobe Illustrator
- Invision
- Zeplin

Methodologies

- User Centered Design
- Usability Evaluation
- User Research