**Jacob Stiyer ­ UX Designer**

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**Core​ Competencies**

* Requirements Gathering and Agile Project Management
* Human­centered Design, Usability Testing, A/B Testing, Focus Groups, Analytic Based Modifications
* Vision Documentation, Storyboarding, Personas, Journey Maps, Page flow, Design Patterns, Wireframes, Prototypes, Site Standards and Comprehensive Design
* Data Visualization, Interaction and Behavioral Design
* Mobile, Web App, Adaptive and Responsive Design
* Art direction, Team Building and Mentoring

**Objective**

My primary role consists of evaluating user interaction, conduct usability studies and present findings and recommendations in prioritized plans to drive design improvements for current and new products.

**Professional Experience**

(2014­2015)

**National Oilwell Varco New Product Development UX Designer**

* Collaboratively lead user research, concept testing, and usability testing
* Conduct design validation sessions with users and stakeholders to reveal insight about business requirements and technical constraints
* Manage and drive UX by creating vision documentation, storyboards, personas, journey maps, design patterns, process maps, wireframes, prototypes, design standards and component specifications
* Big Data Visualization, interaction and behavioral design
* Survey stakeholder and user feedback to refined UX and UI
* Facilitate user experience design collaboration with individuals, teams and focus groups
* Participate in the business­wide discussions to level set overall design and development direction
* Multitask and manage the design of solutions in a cross functional Agile environment
* Develop UX project plans by facilitating discovery phase of projects
* Report on project status, issues, and risks to mitigate UX misalignment with stakeholder, project manager and development team
* Interface with UI implementation teams to ensure realization of UX and UI design

(2014­2014)

**ProLogis (Contractor) Operational Strategy UX Designer**

* Work directly with Stakeholders, PM's, BA's to Gather Business Requirements
* Vision Documentation, User Stories, Personas, Navigation Mapping, Page Flow, Design Patterns, Branding Standards, Wireframes, Mock­ups, Prototypes and Comprehensive Design
* Translate Business Requirements into User­friendly Interfaces
* Standardize UI Framework and UX Across Devices
* Design Interface and Translate Mockups into Deliverables
* Agile Project Management
* Manage Workload, Deliverable and Agile Dependent Tasks

(2013­2014)

**Thomson Reuters (Contractor) UX Designer**

* Work directly with Stakeholders, Strategist and Development
* Vision Documentation, User Stories, Personas, Navigation Mapping, Page Flow, Design Patterns, Branding Standards, Wireframes, Mock­ups, Prototypes and Comprehensive Design
* Standardize UI Framework (Twitter­bootstrap­Less / Foundation­Sass)
* Design Interface or Product and Translate Mockups into Deliverables
* Develop UI Scaffolding and Functional Prototypes
* Agile Project Management
* Develop UI in AngularJs, Node.js and .Net Environments

(2013­2013)

**EmLogis**

**UX Designer / UI Developer**

* Requirements gathering working with stakeholders, clients and user base
* Vision Documentation, User Stories, Personas, Navigation Mapping, Page Flow, Design Patterns, Branding Standards, Wireframes, Mock­ups, Prototypes and Comprehensive Design
* Analytic base modifications, User Testing, Focus Groups and A/B Testing
* UI development (scaffolding and functionality using UI Frameworks)
* Standardized UI Framework (Twitter­bootstrap­Less / Foundation­Sass)
* Develop UI in .Net, Grails environments
* Agile Project Management

(2012 – 2013)

**Baylor College of Medicine UX Designer / UI Developer**

* Requirements Gathering work with stakeholders, clients and user base.
* Vision Documentation, Use Cases, Page Flow, Wireframes, Mockups and Functional Prototypes
* Analytic base modifications, User Testing, Focus Groups and A/B Testing
* UI development (scaffolding and functionality using UI Frameworks)
* Develop templates and UI in Node.js and Php environments
* Created Web Apps to manage profile management and infrastructural medical systems to manage employment and employees
* Standardized UI Framework (twitter­bootstrap and Less / Foundation and Sass)
* Implemented Agile methodology to manage deliverables ( lead team in daily SCRUMs, outlined epics, user stories, tasks,)

(1999 – 2011)

**Hearst Digital News, Chron.com**

**Online Advertising Multimedia Supervisor**

* Worked closely with Advertising Directors, Account Executives and Clients (Develop Comprehensive Ad Campaigns, Sales and Strategy)
* Requirements Gathering (stakeholders, clients and user base)
* UX/UI Development (wireframes, mockups and prototypes)
* Analytic base modifications, User Testing, Focus Groups and A/B Testing
* Improve UX using User Research and Metrics
* Help create and implement branding, standards and design guidelines
* Manage multiple, concurrent clients with aggressive deadlines
* Trained and Practice Agile Methodology

**Hearst Corporation, Chron.com**

**Advertising and Marketing Designer**

* Created a team to accommodate the growing need for online advertising
* Develop cohesive campaigns utilizing multiple mediums (direct mailing, newspaper special sections, email marketing, IAB Banners and website design)
* Maintained multiple campaigns with aggressive deadlines
* Design and maintain chron.com (CMS)

**Education/Training**

* (2010) Agile Training, Hearst Corporate, Houston, TX
* (2010) Yahoo! Apt Serving Platform, Hearst, Houston, TX
* (2009) Yahoo! Consortium Training, Hearst, Houston, TX
* (2010) Web 2.0 Workshop/Conference, San Francisco, CA
* (1997­1999) New Horizons, Computer Training and Certification, Houston ,TX
* Houston Community College, Houston, TX

**Software/System Skills**

* Requirements Gathering, Vision Documentation, Personas Storyboarding, Wireframes, Journey Mapping, Site Standards and Comprehensive UX Design
* Storyboarding, Wireframing,Prototyping, Interaction and Behavioural Design
* User Experience Analysis (focus groups /A/B testing, analytics based design modifications to enhance performance/retention)
* UI Designer (HCD, WCAG, SEO, UX and Standardization)
* UI Responsive Scaffolding / Functional Prototyping
* Trained and use Agile methodology (SCRUM/Deliverable Product Timelines/Planning/Measure Progress/Team communication/motivation)
* Axure, Twitter­Bootstrap, Less, Foundation, Sass, jQuery, Terminal/Bash/Shell (SubVersion­SVN, VI, VIM), Handcode (IDE) CSS3, HTML5, XHTML, .Net, MVC, Grails, Visual Studio, TFS, Compass, Node.js, Angular.js
* Adobe Suite (Fireworks, Flash, PhotoShop, inDesign, Illustrator, After Effects, etc)
* CMS (Einstein, CONE and Wordpress)

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