



# Roy Sheppard

## UX Designer

I've been a UX designer for **8 years**, crafting user-friendly interfaces that feel natural, intuitive, and seamless across different devices. My passion lies in designing digital experiences that not only look great but also function effortlessly, making interactions smoother and more enjoyable.

I believe that good design should enhance people's lives, helping them navigate technology with ease and confidence. Let's work together to bring ideas to life and build something truly amazing!

## Contact

### Phone Number

(123) 456-7890

### Email

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### Address

123 Main Street, Cupertino, CA 01234

## Education

2018 - 2020

### Master's in Human-Computer Interaction

University of Paris

2015- 2018

### Bachelor's in Graphic Design with UX Emphasis

Harvard University

## Skills

- Design Principles
- Responsive Layouts
- Wireframing
- Usability Testing
- Frontend Development
- Prototyping

## Languages

English - Native

Spanish - Fluent

Vietnamese - Intermediate

Portuguese - Beginner

## Experience

### 2024 - Present

Steam Valve - San Francisco

#### Project Manager

Overseeing the development and implementation of Agile methodologies within the organization, ensuring projects are delivered on time and within scope. Collaborating with cross-functional teams to manage risks, resources, and stakeholder expectations effectively. Working closely with cross-functional teams to identify and mitigate risks, allocate and manage resources efficiently, and maintain clear communication channels that support transparency and accountability. Additionally, facilitating collaboration among stakeholders to ensure expectations are understood, prioritized, and met throughout the project lifecycle.

### 2022 - 2024

Coursera - New York City

#### UX Design Full-Time Professor

Taught advanced UX design principles and industry-aligned practices to both undergraduate and graduate students, with a strong emphasis on real-world application, problem-solving, and emerging trends in the field. Designed and delivered lectures, workshops, and hands-on activities that helped students build practical skills while understanding the strategic role of user experience in digital products. Developed comprehensive course materials, projects, and assignments that encouraged students to think critically, explore creative design solutions, and apply human-centered methodologies to complex user experience challenges.

### 2020-2022

Apple Inc. - California

#### Lead UX Designer

Led the design team in creating innovative user experiences for Apple's software products, focusing on enhancing usability and accessibility. Worked closely with product managers and engineers to develop design solutions that meet user needs and business objectives.

## References

### Harumi Kobayashi

Steam Valve / CEO

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### Bailey Dupont

Coursera / CTO

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