Stephan Somers

UX Designer

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EDUCATION

Human-Computer Interaction (BS)

University of California, San Diego
Class of 2018

SKILLS

Design

Ideation, Wireframing, Storyboarding, User Flows, Rapid Prototyping

Tools

Adobe XD, Figma, Adobe Photoshop, Adobe After Effects, InVision, Zeplin, HTML, CSS, JS, Java, Python, Angular, Sketch

Research

Personas, Ethnography, User Interviews, Needfinding, Competitive Analysis, Heuristic Evaluations, Card Sorting, Usability Testing

AWARDS

Design At UCSD Design Sprint Competition, First Place x 2, March 2018 & May 2018

First place prize for ideating and prototyping a curated open source education platform for sharing resources between teachers and students.

First place prize for redesign of Illumina's NextSeq 550Dx operating software.

UCSD Halicioglu Data Science Competition, First Place, March 2018

First place prize for data analysis on the correlation between veteran suicide rates and socioeconomic status with the goal of better allocation of suicide prevention resources.

EXPERIENCE

YOMP, San Diego, CA— *UX/UI Designer*
Mobile Application for College Students

JANUARY 2018 - PRESENT

- Conduct user interviews and competitive analysis to develop business insights.
- Develop low-high fidelity wireframes and visual branding guidelines to hand off to back end developers.
- Work to deliver end-to-end UX/UI design process and deliverables from user flows, wireframes, and prototypes to consumer facing page layouts and designs using a variety of tools including Photoshop and InVision.

Slant, San Diego, CA— *UX/UI Designer*
Mobile Application for Civic Engagement

JUNE 2018 - PRESENT

- Conduct expert reviews and competitive analyses of products operating in the same space.
- Create personas, storyboards, and journey maps to generate empathy and identify pain points in the user's experience.
- Continuously iterate and test prototypes of varying levels of fidelity using tools such as Adobe XD, InVision, and UserTesting.

Global Ties, La Jolla, CA—*UX Design & Development*
Responsive Web Application for San Diego Non-Profit

JANUARY 2017 - MARCH 2017

- Managed a team of 8 to design and build a classification tool and visual aid for a nonprofit client, Center for Community Health, which increased productivity by 20%.
- Utilized HTML, CSS, and JS to develop the front-end of the application.

CHEAR, La Jolla, CA—*Research Assistant*
Behavioral Psychology Lab

NOVEMBER 2017 - AUGUST 2018

- Administer assessments including psychophysiological measurements such as EMG, GSR, and ECG.
- Closely observe participants behaviors during assessments.
- Worked to quickly build rapport with participants to create a comfortable environment.