

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

Figma, Sketch, Adobe XD, InVision, Zeplin, Mixpanel, Prototype, HTML, CSS, JS, Java, React

Research

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

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 which made it more intuitive and user-friendly.

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

Kast, San Diego, CA— UX Designer

Desktop, Mobile, & Web Application for Digital Watch Parties

OCTOBER 2018 - PRESENT

- Redesigned the platform resulting in a 20% increase in average session duration and more than an 8% increase in D7 user retention.
- Built a design system of responsive and reusable components to increase workflow efficiency and maintain product consistency.
- Established, monitored, and analyzed product KPIs and funnels to accurately measure for success and opportunities.

Slant, San Diego, CA— Co-Founder, UX Designer

Mobile Application for Civic Engagement

JUNE 2018 - MAY 2019

- Accepted out of an applicant pool of over 70 startups to participate in the UC San Diego Converge Incubator and receive summer funding and mentorship
- Conducted expert interviews with career politicians, staff, and civic engagement strategists
- Created personas, storyboards, and journey maps to generate empathy and identify pain points in the user's experience.
- Developed and continuously iterated on prototypes of varying levels of fidelity using tools like Figma and InVision.

YOMP, San Diego, CA— UX Consultant

Mobile Application for Festival Fashion

JANUARY 2018 - NOVEMBER 2019

- Facilitated extensive user interviews throughout the design process to identify pain points and refine the user experience.
- Worked to deliver end-to-end UX/UI design process and deliverables from personas and wireframes to consumer-facing page layouts.
- Communicated with users and stakeholders to understand business goals and plan UX strategy.

Global Ties, La Jolla, CA—UX Design & Development

Responsive Web Application for San Diego Non-Profit

JANUARY 2017 - MARCH 2017

- Led 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 from the ground up.