

ROB SEAMAN HANDS-ON DESIGN LEADER. INSPIRED TO DISRUPT AND REINVENT INDUSTRY.

rob@uxbyrob.com
720-435-8273

www.uxbyrob.com
www.linkedin.com/in/robertseaman

LATEST PROJECTS

- Data Insights and Embedded Analytics
- Apple Mobile iOS Design Partner Program
- Forms Builder and Curriculum Application
- Android Mobile Application
- Desktop/Web CMS and Authoring Application
- Research projects on pandemic business impacts and analysis

EXPERIENCE

PlayerLync / Director Of Design Sept 2018 - Present

Responsible for the vision, design and user experience for mobile and web applications. Drive user-centric solutions, design thinking and research. Represent the user's voice at all design and development meetings. Hands-on designer for a small team and interface with ELT, sales, customer success, development and marketing teams daily. Service retail, sports, utility and restaurant verticals!

IHS Market / Associate Director Of Global UX March 2015 - February 2018

Principal UX architect. Collaborated daily with UX design team, leadership, product analysts and owners. Mobile and desktop solutions for enterprise content portal, data insights and analytics applications. Hands-on interactive designer.

RevGuard / VP Head Of Experience April 2014 - October 2014

Responsible for the advancement and automation of cloud services to its growing brands and customers. Drove user experience design and the setup of SaaS for A/B testing and customer retention. Directed an Agile development team through Angular and HTML5 application implementation.

AT&T Mobility / Cricket Communications / Principal UX Architect May 2009 - April 2014

Introduced innovation in improving and measuring the user experience. Built a UX team, interviewed and hired members. Maintained team deadlines and deliverables of visual requirements and hands-on design for mobile and desktop solutions. Traveled nationally and internationally engaging with the user in research, study and analysis.

SKILLS

product design and strategy for responsive web and iOS/Android applications/platforms.

user research and task analysis, concept ideation, wireframes, prototyping, interaction & visual design

team leadership, mentoring designers, coaching, vision, collaboration, business partnerships

KNOWLEDGE

design thinking, design systems, (html5, css3, javascript), material design and ios frameworks,

adobe, invision, sketch, axure, bootstrap, justinmind, moqups, atomic.io, uxpencil

EDUCATION

Desert High School
Lancaster Community College

Online Schools And Curriculum

Lynda.com, CodeSchool.com
TeamTreeHouse.com, PluralSight.com
Udacity.com, TutsPlus.com

AWARDS

IHS
Top Performer
Project Awards

ATT & CRICKET
Customer Experience Ambassador
Project Awards

SATMATRIX
Net Promoter

CONTRACT WORK

Clear/Point Consulting / UX Product Architect

March 2018 - August 2018

Principal UX architect and hands-on interaction designer for top secret global digital transformation project. Deliverables included user research, requirements, visual designs, prototypes, UI specs, accessibility and style guides for data insights, dashboard and analytics applications.

Pearson Education / UX Product Designer

December 2014 - March 2015

Lead UX designer for mobile and desktop platform. Collaborated with business analysts, UX team members, product owners to pioneer an iPad app for the education industry. Deliverables consisted of conceptual designs, information architecture, high and low fidelity comps and interactive wireframes.

Colorado State University / UX Product Manager

November 2014 - January 2015

Led fast paced project to launch HTML5 website for CSU Global. Responsible for defining and solidifying requirements, concept designs, prototyping, development and project roll-out.