

**ROB SEAMAN** HANDS-ON DESIGN LEADER.  
INSPIRED TO DISRUPT AND REINVENT INDUSTRY  
AND THE DIGITAL WORLD.

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rob@uxbyrob.com  
www.uxbyrob.com

www.linkedin.com/in/robertseaman

720-435-8273

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## EXPERIENCE

### PlayerLync

#### Director Of Design, Sept 2018 - Present

Responsible for the vision, design and user experience for mobile and web applications. Drive user-centric design, system and design thinking and user research. Represent the user's voice at all design and development meetings. Run a small design team and interface with sales, customer success, development and marketing teams daily.

### Clear/Point Consulting

#### UX Product Architect / Contract, March 2018 - August 2018

Lead UX architect and hands-on interaction designer for top secret global digital transformation project. Participated and produced deliverables for user workshops, prototype testing, design evaluations and user feedback sessions. Guided team with personas, user journeys and user centered design. Conducted sessions on sketching and wireframing. Deliverables included designs, prototypes, UI specs, accessibility and style guides.

### IHS Market

#### Associate Director Of Global UX, March 2015 - February 2018

Lead UX architect. Collaborated daily with UX design team, leadership, product analysts and owners. Driver for user centered and experience design in our business decisions. Led a small design and large development team. Mobile and desktop solutions for enterprise data analytics and applications.

### Pearson Education

#### UX Product Designer / Contract, December 2014 - March 2015

UX design 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 / Contract, November 2014 - January 2015

Led fast paced project to launch HTML5 website for CSU Global. Collaborated with VP of Engagement and VP's of Operations and Innovation. Responsible for defining and solidifying requirements, concept designs, prototyping, development and project roll-out.

### 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.

## SKILLS

product strategy, design thinking, user analysis and product development, interaction & visual design for desktop, responsive web and iOS/Android platforms.

wireframes, requirements analysis, concept ideation, prototyping, research

html5, css3, javascript, git, frameworks, material design, adobe, invision, sketch, axure, bootstrap, justinmind, moqups, atomic.io

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

## 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

## **AT&T Mobility / Cricket Communications**

**UX Manager, November 2012 - April 2014**

**Enterprise UX Architect, May 2009 - November 2012**

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 design for mobile and desktop solutions. Traveled nationally and internationally engaging with the user in research, study and analysis.