



Zach Saul / Designer

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## Design Experience

### Designation

*An immersive 24-week UX/UI design training program teaching digital design skills and pairing designers with relevant client projects in the field.*

Mar 2019-Present

**Designer in Residence** I work with creative directors to instruct and mentor incoming designers. We train students how to design in professional sprint environments, and conduct meaningful, user-centered research. I provide extensive feedback for both visual and written deliverables and lead workshops on design software and prototyping tools.

### Neopenda

*A global health technology company developing an infant vital signs monitor.*

Feb 2019-Mar 2019

**UI/UX Designer** I worked on a team that delivered a tablet interface to a medical startup working to decrease infant mortality rates in sub-saharan Africa. The interface we designed displayed readings from vital sign monitors and alerted nurses when patients were in danger. We interviewed Ugandan users and medical experts to develop a visual data hierarchy that made it easier for nurses to monitor babies in understaffed wards.

### Stride 360

*A fitness technology company developing a standing elliptical bike.*

Feb 2019-Mar 2019

**UI/UX Designer** I created a style guide, marketing site, and mobile interface for an in-home elliptical bicycle. Our interface helped users stay motivated to work out and cultivate healthier habits later in life. The interface we designed controlled the bike and offered tracking and content discovery to make exercising easier and more enjoyable. We conducted desirability and usability testing, delivered hi-fi screens, and prototypes solving for our user's needs.

### Perks Worldwide

*A B2B employee incentives software company focused on fortune 500 companies.*

Feb 2015-May 2018

**Lead Designer** I managed our company's visual brand and was in charge of designing all print and digital materials used company-wide. I created a content library with 500+ items for the sales team to use with prospects and was involved in strategy decisions to improve site visits, traffic, and conversions.

**Marketing Designer** I designed branded materials for both print and web and learned front end design skills to manage online content marketing materials. I also wrote blog posts on a weekly basis, and eBook content on a quarterly basis.

## Skills

**UI** Prototyping, Style Tiles, Moodboards, Interaction Design, Illustration, Desirability Testing, Vector Design

**UX** Wireframing, UX Strategy, Copywriting, Usability Testing

**Development** SVG Animation, HTML, CSS, Bootstrap

**Tools** Sketch, Principle, Invision, Illustrator, Photoshop, InDesign, AfterEffects, Google Analytics, Keynote

## Education

Hendrix College / B.A Psychology

Designation / UI Designer

## Other Activities

### KHDX

*A college-sponsored radio station that provides 24-hour programming, and community concerts.*

Apr 2013- May 2014

**Concert Director** I led a committee that booked 3 nationally touring artist concerts each year. Our team was in charge of designing all promotional materials and overseeing all logistics with the artist managers and facility staff. Visiting artists included: Chance the Rapper, Lucius, and Shakey Graves.

## Sundance Film Festival

*An iconic film festival and creative expo in Park City, Utah showcasing the work of artists and filmmakers from around the world*

Jan 2015-Feb 2015

**Volunteer** I assisted festival attendees finding movie screenings and premieres and distributed scheduling/logistical information. I attended 20+ screenings and panel discussions, dissecting a diverse set of creative processes.