



ZACH TEMKIN, DESIGNER:

>> zachtemkin@gmail.com

>> <http://zachtemkin.us>

BRIEF

Who I am:

I'm a designer passionate about leveraging technology to create tools that empower people in both big and small ways. I stress the details in pursuit of the bigger picture.

Education:

Rensselaer Polytechnic Institute
Bachelor of Science in Product Design and
Communications Design
2011-2015

SKILLS

Interaction Design

Translating user needs into logical flows that facilitate effective, empathetic experiences. Understanding and synthesizing complex systems.

Workshop Facilitation

Leading workshops of interdisciplinary teams intended to align teams around user outcomes.

Prototyping

Origami Studio, Framer, HTML/CSS

Front-end Development

HTML, CSS & Preprocessors, Responsive web design, jQuery, Java Script. Some experience with React and Angular

EXPERIENCE

IBM Design

UX Designer • September 2015–Present

Designing software that connects people with their physical surroundings in meaningful ways on the Watson Internet of Things team.

Facilitating Design Thinking with engineering and business teams to ensure outcomes are always user focused and empathetic.

Troy Web Consulting

Designer • December 2013–2015

From my Junior to Senior year I worked on the design and development of web and mobile products. I've worked with clients to research and design new products and redesign existing ones.

I honed a process consisting of exploratory, generative and iterative phases and employ a variety of research methods to test and validate design decisions.

New York State Dept of Health

Design Consultant • Summer 2013

I researched and redesigned the intra-net site for the Office of Quality and Patient Safety.

I worked with various stakeholders throughout the department to discover user needs and validate my design decisions.

RECENT PROJECTS

Marquee

iOS app • Hack@Brown

An award winning iOS app built at Hack@Brown, earning "Best User Experience". I designed a number of major features, sketching, creating mock-ups, and prototyping interactions.