



ZACH TEMKIN, DESIGNER:

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>> <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/js

Front-end Development

html, css & Preprocessors. Java Script & frameworks. Some experience with React.

EXPERIENCE

IBM Design – Internet of Things

UX Designer • September 2015–Present

I design clear and delightful experiences that address complex user needs. Responsible for creating, testing and iterating on user flows and interactions.

I communicate design intent through artifacts that range from sketches to code.

I communicate with engineering and offering management to ensure alignment with user needs.

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.