



Richard Robinson

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UX & Visual Designer

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EMPLOYMENT

BLINK UX

UX RESEARCHER & DESIGNER (Contract)

Apr 2016 - Present

Blink UX is a UX design agency on a mission to make technology more human through a combination of art and science.

To that end, I've lead user reseach projects, conducted stakeholder and customer interviews, written participant screeners, created usability test plans, moderated usability tests, and analyzed my findings before presenting them to clients.

Using my research I would then create personas and user stories, as well as information architecture documents including site maps and navigation schemas.

As I created wireframes, I would also lead weekly meetings to gather feedback from clients and keep them up-to-date on the state of the project and progress being made.

FELL SWOOP

UX DESIGNER

Feb 2014 - Mar 2016

Fell Swoop is a full-service digital agency that focuses on user-centered design, and as a user experience designer, I played an integral role in each project.

I created and presented to clients a variety of design deliverables including sketches, journey maps, user stories, wireframes, and fully interactive prototypes.

I've led user interviews, conducted usability studies, and developed personas for a range of clients and projects.

Additionally, I've evaluated user research and presented findings to clients, and persuaded them to follow my recommendations.

I collaborated closely with our Visual Design and Development teams to take projects from concept to launch and to ensure a cohesive user experience throughout.

SKOOKUM DIGITAL WORKS

INTERACTION DESIGNER

Oct 2011 - Dec 2013

At Skookum Digital Works, I helped clients find software solutions for their business needs.

I conducted user interviews, created wireframes and style guides, built interactive prototypes, performed user tests, and created high-fidelity mockups. I also helped to grow our design team by interviewing candidates and mentoring junior designers.

I coordinated with Development and Product teams to ensure the client's vision, and the user experience I've created, are reflected throughout the project cycle.

As SDW's first full-time designer, I helped better incorporate design into our process. Working with a small team, I identified the need for a Product Management team and successfully pitched the idea to senior management.

TRADEKING

WEB DESIGNER

Aug 2010 - Sept 2011

I designed and helped develop TradeKing's online active trader tool, by conducting user interviews, and creating wireframes and mockups. I also worked closely with Marketing to develop and execute email and Flash banner ad campaigns.

I also updated the corporate branding and maintained the website.

RED VENTURES

WEB DESIGNER

Sept 2007 - Aug 2010

I designed and maintained several large websites, created email marketing and banner ads, edited video for broadcast, and designed employee training modules.

I also participated in the hiring process by interviewing candidates, gauging skill level, and determining if they were a cultural fit.

EDUCATION

BFA Visual Design, Electronic Imaging Option.
University of Massachusetts, Dartmouth, 2007. 3.88 GPA, Dean's List two semesters.

Associate of Science, Multimedia and Web Design.
New England Institute of Technology, 2004. 3.78 GPA, Dean's List six semesters.

Bridgewater State University: English courses completed, 1999 - 2001.

SKILLS, TALENTS & PROFICIENCIES

SOFTWARE

Adobe Photoshop, Illustrator, InDesign, Premiere & After Effects, Sketch, Axure, Balsamiq Mockups, Lightwave 3D, 3D Studio Max, MAMP, Git, Microsoft Office & iWork software suites.

PROGRAMMING

HTML / HTML 5, CSS / CSS 3, Actionscript, PHP, Javascript / JQuery.

OTHER SKILLS

Digital video production, photography, traditional illustration, and graphic design.

I also have a working knowledge iOS and Android mobile development as well as responsive web design / mobile first experience.

OTHER INFORMATION

I am a user experience and visual designer who wants to make a positive impact on the world. I believe in achieving business goals by designing for people first. I also believe process should always be flexible and never rigid. I try to stay active in the local tech community. I've spoken several times at CLT/UX Meetup, Skookum Digital Works' Friday Tech Talks, as well as Ignite Charlotte, and BlendConf.

I'm a big comic book nerd, and I love science fiction.

My portfolio is available at <http://richardrobinson.me/robinson-portfolio-2016.pdf>.