SCOTT SMITH

EXPERIENCE DESIGNER

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📍 Pittsburgh, PA.
United States

SKILLS

Methods: Agile Methodologies, Design Thinking, Human-Centered Design, White-boarding & Sketching, Project Management, Workshop Facilitation

Digital: Adobe Creative Suite, Information Architecture, Information Visualization, UI Design, User Research, Usability Testing

Development: Rapid Prototyping, HTML/CSS, InVision,cWorking knowledge of Objective C, .Net, Angular.js, Node.js

INTERESTS

Abstract Art, Art Deco, Physical Computing, Pop-Art Posters, Pop Up books, Snowboarding, Soccer

OVERVIEW

I am a lead design consultant that blends design leadership, hands-on craft, and business analysis to wrangle complex problems into meaningful and engaging products for people. I look forward to joining an interdisciplinary team with an insatiable desire to innovate and exceed the expectations.

WORK EXPERIENCE

Senior I.A. / UX Designer @SUMMA.................................. March 2013–Present
I am a client-facing leader within the Human Centered Design (HCD) practice responsible for actively leading digital initiatives with clients. I lead high level strategy engagements as well as tactical product design engagements through collaborative activities aimed at understanding and documenting business objectives, pain points, users, process, and opportunities.

UX Designer @Brunner... December 2011–February 2013
While at Brunner I worked with Art Directors and Copy Writers to develop the UX for mobile and responsive applications. I also oversaw the usability of all digital properties created for clients.

Design Consultant.. February 2011 - December 2011
I work with local companies and non-profits developing marketing and brand strategies and designs.

UI Designer @Gist Design.. April 2009–January 2011
I was part of a small design team that created multi-faceted user interfaces with graphical, audio, and physical components for Fortune 500 companies, startups and non-profit companies. I also worked with the user research group facilitating focus groups, usability testing, and reporting.

Lead Designer @Crowd Interactive........................ February 2008–March 2009
I grew and lead a global team of 6 designers creating web applications for government and commercial clients. I also worked with the CEO to shape the team culture and manage clients as the company grew from 12 people to over 70 people in 5 different countries.

MAYA Design.. June 2002–March 2008
Visual Designer.. March 2005–2008
I was part of a interdisciplinary design team working on variety of projects both for commercial and government organizations. I created UI designs, prototypes, along with facilitating usability test and focus groups.

Design Intern.. June 2002–March 2005
I helped Senior Designers and Management to record workshop findings, make design edits, prototypes, and print materials.

EDUCATION

Robert Morris University... August 2002-2006
Bachelor of Fine Arts Degree in Visual Communications with a minor in Web Design.