Ted Levine

User Experience & Interaction Design

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ABOUT

I'm a Product and UX Designer in SF. I've worked with startups and corporations like Google and Kaiser Permanente to research and design multi-platform solutions.

SKILLS

Storyboarding
Interface Design
Interaction Design
MVP & KPI Creation
Lo-, Mid- & Hi-Fidelity Rapid Interactive Prototyping
Divergent/Convergent Ideation
IA & Flow Auditing & Mapping
UX Research & Heuristics Eval
Editing & Post-Production

TOOLS

Post-Its
Flinto / Pixate / Hype
Sketch
Illustrator
Photoshop
OmniGraffle
After Effects
Apple Motion
HTML / CSS
Final Cut Pro

EDUCATION

California College of the Arts
2011 BFA With Honors

PROFESSIONAL EXPERIENCE

2015–Present **User Experience Team Lead, REDSHIFT Digital**

- As the agency's UX Lead, I work with a team of researchers, visual designers and engineers to develop products for our main client Kaiser Permanente with an end-to-end process.
- Collaborated with a variety of client stakeholders and product managers to design mobile responsive solutions used by 10M+ users.

2010–Present **UX & Visual Design Consulting, Ted Levine UX & Design**

- Consultant to Bay Area startups, SMBs and Biotech companies across a wide range of user groups including investors, consumers, and retailers.
- Creating and/or auditing interaction patterns, personas and IA maps; competitor & usability research; and iterating multi-screen prototypes.

2015 **Product UX Designer, Instaply Inc**

- Established core UX for cross-platform app and development strategy including usability inspection, user testing, and conducting interviews worldwide with consumers, large retailers and banks.
- Divergent ideation and convergent concepting, interactive prototyping, and envisioning new features based on feedback/metrics that will inspire forthcoming releases.

2014–2015 **Lead UX & Visual Designer, Aura Mobile App**

- Developed a mobile 'Art Universe' app combining social networking, sensor & location data, and data visualization.
- On a team of four, I led the product design development, including initial research, iterating, final production and followup usability testing.
- Defined iteration strategy, created lo- to hi-fidelity interactive prototypes, and tested them continuously as qualitative study.

2012–2014 **Interaction Designer at Google Core, SolutionSet**

- Led redesign of the AdWords interface, upcoming Google Now notification cards, and numerous mobile-responsive email campaigns.
- Developed & produced prototypes and UX flows, created UI specs, and led educational lectures on integrating motion into UI.