

TED LEVINE

USER EXPERIENCE & INTERACTION DESIGN

📞 415 - 878 - 6264

✉️ ted@tedlev.com

🌐 [linkedin.com/in/tedlev](https://www.linkedin.com/in/tedlev)

🌐 <http://tedlev.com>

ABOUT

Well-rounded and versatile User Experience Designer in San Francisco with 8+ years of experience in mobile-first products, UX, UI, IxD, and research. Demonstrated success with large corporations including Capital One, Kaiser Permanente, Google, design agencies, and startups in social networking, education, data visualization, and smart home automation experiences.

Seeking a position as senior-level problem solver in UX, UI, and Interaction Design, on the client or agency side and working on mobile native and/or responsive.

SPECIALIZATIONS

- Wireframing, interactive prototyping, motion design
- Contextual inquiry, heuristic evaluation, quant/qualitative study
- Collaborative design with teams, stakeholders and users

TOOLS

Sketch, Illustrator, Photoshop, InVision, Marvel, Principal, LucidChart, UXPin, Zeplin, Flinto for Mac, Hype, HTML/CSS, Motion, After Effects, Final Cut Pro, Omnigraffle, UserTesting.com

PROFESSIONAL EXPERIENCE

AUG 2016–
FEB 2018 **Senior User Experience Manager**
Capital One

Working with a full-stack team, I was a key member of the National Small Business team focused on improving and evolving the New Account Opening and Migration experiences.

- Designed, tested and delivered on processes that improved application time by 350%.
- Collaborated with engineers and data analysts to define insights and quick-wins from usage data.
- Took the lead in creating service blueprints to map current and future-state stories. Conducted national research studies to evaluate the overall effectiveness of prototypes prior to production.
- Successfully modernized the existing Account Opening screens into an omni-channel service used simultaneously by customers and the internal team.

SEP 2015–
JUL 2016 **User Experience Team Lead**
Kaiser Permanente with REDSHIFT Digital

As the agency's UX Lead, I led a team of researchers, visual designers and engineers to develop products for our main client Kaiser Permanente with research-driven design process.

- Collaborated with key stakeholders and product managers to design, test, and iterate on our mobile-first products.
- Brought stakeholders closer to their users with research and design best-practices, helping inform a set of important pivots in the site-wide redesign and mobile app restructuring.
- Developed research and testing strategy for a large spectrum of patients, young to old, with and without conditions they are managing, with and without visual and cognitive impairment.
- Facilitated team workshops on prototyping, mentored new teammates in accessibility and usability best-practices, and helped hire to build out our design team.

JAN 2015–
JUL 2015

Product UX Designer
Instaply Inc

Instaply is a mobile and web customer support platform, enabling businesses to easily spin up multi-channel support for their website or app instantly. As the lead Product UX Designer, I led the research, iteration and implementation sprints with a team of iOS, Android and web engineers.

- Developed the core UX & product rollout strategy for our web and mobile rollouts.
- Directed an agile engineering team in rapid ideation and interactive prototyping sprints, yielding doubled time-to-deploy efficiency and delivering a richer product experience
- Led worldwide testing with consumers, retailers and banks. Created new features and fixes that strengthened the platform's access and commercial integration.

AUG 2014–
JAN 2015

Lead UX & Visual Designer
Aura Inc Mobile App

Aura is a mobile app that applies state-of-the-art social, sensor, and big data technologies to create a universal mobile art network. Our small team of four enabled me to lead all phases of the design process.

- Fully led the design from discovery research to App Store launch, defining design strategy, generating lo- to hi-fidelity interactive prototypes, and leading continuous pilot testing.
- Created core mobile app design dubbed 'Art Universe' with hyper-location awareness to connect observers to the art they're nearby, displaying art knowledge cards.
- Defined information model to yield digestible knowledge cards and interactive data visualizations using institution databases and crowd-sourced entries from within the app by users.

DEC 2012–
MAY 2014

Interaction Designer
Google Core with SolutionSet

Working with Google's strategy, design and engineering teams, I operated as design support that bolstered Google's internal teams, providing interaction and visual design.

- Led designer on AdWords interface redesign and Google Now cards, and numerous mobile-responsive email campaigns.
- Played a key role with the AdWords team in creating 30+ hyper-targeted email campaigns that enabled customers to maximize their accounts, on levels from newbie to our highest-tier clients.
- Generated specifications, flows, and prototypes for upcoming features and campaigns
- Led educational lectures on interfaces using motion and animation.

AUG 2011–
ONGOING

User Experience & Visual Design Consultant
Ted Levine User Experience & Visual Design

Developed responsive mobile and desktop experiences for Bay Area startups and corporations.

- Auditing interaction systems, conducting real-world research, gathering requirements, rapid wireframing, and creating interactive prototypes for mobile and desktop interfaces.
- Lead UX designer for Dwelo's smart apartment platform for residents and property managers to control and manage their homes, establishing IA, user stories, flows, and mid-fidelity wireframes.
- Led designer and frontend developer for Learnstream's knowledge curation and sharing platform, creating flow maps, wireframes, a visual system and coded microinteraction specs.

2011

California College of the Arts, Bachelors of Fine Arts With Honors