

# TED LEVINE

## USER EXPERIENCE & INTERACTION DESIGN

📞 415 - 878 - 6264

✉️ [ted@tedlev.com](mailto:ted@tedlev.com)

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

🌐 <http://tedlev.com>

### ABOUT

I'm a User Experience and Interaction Designer in San Francisco. I have created solutions for large corporations including Capital One, Kaiser Permanente, and Google, and startups solving for home automation, omnichannel support, and mapping the art world. I help companies build empathy for customers and create delightful, habit-forming services.

#### SPECIALIZATIONS

- Ideating, wireframing and interactive prototyping
- Collaboratively designing with teams, stakeholders and users
- Auditing user interaction patterns across platforms
- Conducting qualitative and quantitative research

#### TOOLS

Sketch, Adobe Illustrator, Adobe Photoshop, OmniGraffle, Marvel, InVision, Hype, Flinto for Mac, Principal, HTML5, CSS, After Effects, Apple Motion, Final Cut Pro, UserZoom, UserTesting.com, and plentiful whiteboarding/post-its.

### PROFESSIONAL EXPERIENCE

AUG 2016–  
PRESENT

#### Senior User Experience Manager

##### Capital One, 1½ Years

Working on the National Small Business team, I helped develop the evolution of our New Account Opening and Migration areas.

- Created service blueprints to map our current and future-state stories and conducted national research studies to evaluate the effectiveness of our prototypes before measuring them in production.
- Modernized the existing Account Opening screens into an omni-channel service used by customers and internal team simultaneously.

SEP 2015–  
JUL 2016

#### User Experience Team Lead

##### Kaiser Permanente with REDSHIFT Digital, 1 Year

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 an end-to-end service development process.

- Collaborated with key stakeholders and product managers to design, test, and iterate on our mobile-first products.
- As a lead, I also ran the agency's design talent hiring process, facilitated workshops on prototyping, and mentored my new teammates.

JAN 2015–  
JUL 2015

#### Product UX Designer

##### Instaply Inc, ½ Year

Designed the product and design strategy of the omnichannel support app.

- Tested with consumers, large retailers and banks worldwide to find key touchpoints and painpoints of our app's support access and integration.
- Integrated with our agile developers and performed rapid ideation and interactive prototyping to solve current issues and test new features.

AUG 2014–  
JAN 2015 **Lead UX & Visual Designer**  
**Aura Inc Mobile App, ½ Year**

On a team of four, I led the product design development, including initial research, iterating, final production and followup usability testing.

- Led the design for the 'Art Universe' mobile app, combining social networking, location-aware art knowledge cards created inside the app by the users, and data visualizations of the knowledge graph.
- Defined design strategy, created lo- to hi-fidelity interactive prototypes, and tested them continuously in qualitative pilot studies.

DEC 2012–  
MAY 2014 **Interaction Designer**  
**Google Core with SolutionSet, 1½ Years**

UX and Visual designer on Google core account. Created user flows, mockups and pixel-perfect interfaces for desktop and mobile products. Designed front end interfaces with specs, mobile and tablet interfaces, email marketing & presentations.

- 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.

AUG 2011–  
ONGOING **User Experience & Visual Design Consultant**  
**Ted Levine User Experience & Visual Design**

Working with Bay Area startups and corporations to develop responsive mobile and desktop experiences.

- 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**