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Chad Rieck - UX Interaction Designer

“As an Interaction Designer, I feel the great responsibility to create sensible and pleasant, even exciting experiences. People matter, so the creation of products and services should reflect that. My background in animation helps me to understand and design for people, and aid in their adventures.”

EXPERIENCE

FREELANCER

UX Designer & Illustrator: Dec 2015 - Present

User Experience Consulting and Illustrations for small businesses and healthcare projects such as:

-World Wide Sax

-Era Living

-Nom Creative

GENERAL ASSEMBLY

UX Design Immersive Instructor & Designer in Residence: Jan 2016 - Sept 2016

-Instructed & Coached students on UX Process, developing their skills in Research, organization and hierarchy of Data, and Visual Design

-Managed Client Recruiting for Student Final Projects; mentored teams through application of learned processes and interaction with clients

-Organized Developer/Designer Collaboration Event

DESTINATION LIGHTING

UX Designer: Nov 2015 - Dec 2015

-Conducted research on online shopping habits & motivations

-Created Wireframe Sketches

-Created interactive prototype from wireframes

-Designed and moderated usability testing of prototype

XEROX

Quality Analyst: Dec 2013 - Sept 2015

-Identified individual and team KPI trends

-Collaborated with leadership on coaching strategy

-Coach agents to success through scenarios and personalized execution of policy

EAGLEVIEW TECHNOLOGIES

Special Operations Team: Apr 2011 - Sept 2013

-Tested innovative in-house software, identified and reported bugs and usability of product

-Introduced and trained employees on best use of new software

EDUCATION

General Assembly: Sept 2015 - Dec 2015

-User Experience Design Immersive

The Art Institute of Seattle: Oct 2006 - Dec 2009

-BFA: Media Arts & Animation

SKILLS

RESEARCH: Contextual Inquiry // Competitive Analyses // Heuristic Evaluation // Task Analyses // Surveys // User Interviews // Persona Creation // User Stories and Scenarios // Usability Tests

INFORMATION ARCHITECTURE: User Flows // Journey Maps // Navigation Systems // Concept Maps // Site Maps

DESIGN: Sketches // Wireframes // Prototypes // UX Specifications

TOOLS

Axure // Omnigraffle // Sketch // InVision // Photoshop // Illustrator // After Effects // Premiere