

TED LEVINE

USER EXPERIENCE & INTERACTION DESIGN

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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

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**