

JOSH WRIGHT

ux • product

Accomplishments

- Led mobile UX and streamlined the digital learning experience of MakerCamp.com in collaboration with Google
- Drove responsive redesign of web application for a Fortune 300 company utilized by over 2 million applicants per year
- Oversaw usability-centric redesign and post-impact analysis of over 40 enterprise web applications used by 70,000 employees
- UX strategy and Product design for Estate Plan, LegalZoom's first successfully launched iOS and Android app

Skillset

Agile/Lean methodology, Atomic design, design systems, responsive/adaptive, product ideation, Google Material, iOS design, rapid-fire low-fidelity and high-fidelity prototyping, usability testing, Sketch, Invision, Zeplin, Principle, Adobe CS, Balsamiq, Advanced CSS/HTML, motion design, user research, A/B testing, client relations, the subtle art of diplomacy

Experience

LegalZoom

Senior UX Designer | Feb 2016 - present

- Streamlined the asset delivery pipeline between the creative and engineering teams by evangelizing Sketch, Invision and Zeplin. Taught a series of workshops to educate team on best practices, and oversaw successful migration
- Served as organizational subject matter expert on Sketch, Zeplin, Invision, Craft, Slack and mobile experience and optimization. Asked by product and design leadership to be the bridge between technology and design on larger initiatives
- Built a cross-vertical responsive design system using Sketch, Invision Craft and Zeplin based on the principles of Atomic Design
- Delivered time-sensitive UX strategy and UI design for Estate Plan, LegalZoom's first iOS app (available in the App Store) via Lean processes. Artifacts included wireframes, user flows and pixel-perfect comps for 140 screens in Sketch and Zeplin as well as a fully-functional prototype with animations built in Invision and Principle. During the implementation process, I iterated rapidly with the product team, interfacing directly with developers in weekly grooming and QA sessions to ensure alignment

Make

Senior UX Designer | Jun 2014 - Jan 2016

- Responsible for UX/design unification and usability testing across all 6 brand verticals, created living style guide
- Usability testing on all properties using a variety of tools including Inspectlet, Optimizely, Usertesting.com and Silverback
- **MakerSpace.com** - Led top-down comprehensive product design for the first official social platform of the Maker Movement
- **MakerCamp.com** - Served as primary point-of-contact on collaboration with Google for mobile experience and UX

O'Reilly Automotive

UX/UI Designer | Feb 2012 - Jun 2014

Senior Software Engineer | Jun 2010 - Jan 2012

Software Engineer | Dec 2009 - May 2010

- Spearheaded the comprehensive redesign of a Benefit Enrollment process used by 50,000 employees. These improvements resulted in a 95% drop in support calls and a savings of tens of thousands of dollars in additional labor
- Oversaw the usability-centric redesign of over 40 enterprise web applications for a Fortune 300 company, from multi-year initiatives to simple web forms. All applications had their user flow and interactions completely reworked to maximize usability
- Drove design for the mobile-first redesign of the public-facing online job application. Identified an opportunity to responsify the app to increase reach, and built a prototype that convinced VP to allow me to oversee proper UX implementation. After detailed competitive analysis, application was rewritten to be fully responsive, increasing reach to the tablet and mobile market
- Evangelized for, built and maintained an enterprise-wide in-house living design system utilized by over 100 developers

The Brick Room

UX/UI Designer & Front-End Developer | Jan 2006 - Dec 2009

Web Intern | Jun 2005 - Jan 2006

- Successfully designed, built, launched, hosted and supported over 60 websites for local and international businesses

