

# JOSH WRIGHT

ux • product

## Accomplishments

- UX strategy and Product design for Estate Plan, LegalZoom's first successfully launched iOS and Android app.
- Led mobile UX on to streamline the digital learning experience of MakerCamp, a collaboration with Google.
- Guided 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.

## Skillset

UI, UX, mobile-first responsive/adaptive design, rapid-fire low-fidelity (OmniGraffle, Balsamiq) and high-fidelity (Sketch, Invision) prototyping, usability testing (Inspectlet, useresting.com), Adobe Creative Suite, Advanced CSS/HTML, Wordpress, motion design (Principle), user research, A/B testing, requirements gathering, client relations, Agile methodology, the subtle art of diplomacy.

## Experience

### LegalZoom

Senior UX Designer | Feb 2016 - present

- Delivered time-sensitive UI and UX 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.
- Consulted on the UX of the Estate Plan Android app, advising on Material Design guidelines and delivering wires in Sketch.
- Built a cross-vertical responsive design system using Sketch, Invision Craft and Zeplin based on the principles of Atomic Design.
- Streamlined the asset delivery pipeline between the creative and engineering teams by evangelizing Sketch, Invision and Zeplin. Taught a series of workshops to educate the team on best practices, and oversaw the successful migration.

### Make:

Senior UX Designer | Jun 2014 - Jan 2016

- Guided UX on a design unification of all six brand verticals, creating a living style guide to guide developers in implementation.
- Usability testing on all properties using a variety of tools including Inspectlet, Optimizely, Useresting.com and Silverback.
- **MakerSpace.com** - Top-down comprehensive product design for the first official social platform of the Maker Movement. Led all UX work, creating a style guide and artifacts including wireframes, task flows and personas throughout the product life cycle.
- **MakerCamp.com** - Worked with Google to streamline the mobile digital learning experience and UX on MakerCamp.com.
- **MakerFaire.com** - Collaborated with a team of designers on a responsive adaptation of the Maker Faire website.

### 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.
- Art directed 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.
- Guided the mobile-first redesign of the public-facing online job application. After detailed competitive analysis, the application was rewritten from the ground up to be fully responsive, increasing reach and accessibility for the tablet and mobile market.
- Initiated, created and maintained an enterprise-wide in-house living style guide 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.



