

# brandon stephens

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## Work Experience

### **User Experience Designer**, Lextant | Nov '10 – Current

Perform evaluative / generative research, information architecture, product strategy, and project management for clients including Progressive Medical, GE Energy, Chrysler, Quest, and Chico's.

### **User Experience Lead**, Nationwide Insurance | March '10 – Oct '10

Produced and coordinated User Experience (UX) deliverables in an agile environment. Advocated for UX within current business practices.

### **Lead Interaction Designer**, mediumLarge | Jan '10 – Aug '10

Principal designer in charge of wireframing and prototyping interface designs for clients. Responsibilities included client relations, front-end development, concept creation/ideation, and UX evangelism.

### **Interaction Designer**, Sproutbox / Proposable | Nov '09

Worked directly with Proposable's owner to develop initial design specs, identify user groups, and rapidly iterate concepts. Final deliverables included wireframes, design documentation, and interaction flows.

### **Lead Interaction Designer**, Glerb | Aug '08 – Aug '09

Lead designer of the authoring tools group for a digital learning start-up. Responsibilities included interaction design, writing design specs, wireframing, concept ideation, and conducting usability tests.

### **User Experience Design Intern**, NASA | May '08 – Aug '08

Sole designer for a 10-week project to redesign the Goddard Library's web presence. Designed information architecture and user interfaces based on generative / evaluative testing and stakeholder constraints.

## Leadership Experience

### **Local leader**, IxDA Columbus | Nov '10 – Current

Work in conjunction with the other co-leads to invigorate growth and inspire action in the MidwestUX community by creating an open forum for grass-root events, design talks, and social stewardship.

### **Co-founder and Organizer**, MidwestUX Conference | Nov '11 – Current

A unique two-day event that combines inspiring talks with hands-on activities presented by a mix of regional professionals and international experts. Member of the Core/Curation/Academia/Design & Production teams.

### **Course Co-Developer**, Indiana University | Spr '09

Organized and developed a student-taught course focusing on physical prototyping skills with two additional second year students.

## Degrees

### **M.S. Human Computer Interaction Design**, Indiana University, June '09

### **B.S. Economics**, Indiana University, Aug '07

## Methods

Affinity Diagrams  
Card Sorts  
Contextual Inquiries  
Cultural Probes  
Ethnography  
Evaluative Testing  
Focus Groups  
Ideation  
Information Architecture  
Interaction design  
Interviews  
Participatory Design  
Personas / Scenarios  
Qual / Quant Analysis  
Surveys

## Prototyping

HTML / CSS  
Javascript  
Paper  
Photography  
Sketching  
Storyboards  
Wireframes

## Tools

Balsamiq  
Dreamweaver  
Fireworks  
Flash  
Illustrator  
InDesign  
Microsoft Office  
Photoshop  
OmniGraffle

## Other

ACM SIGCHI  
IxDA