Josh Schoenwald

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Objective

To work with brilliant minds in an environment that values, fosters, and produces products and experiences that are second-to-none.

Experience

Dec. 2013- Sr. UX Designer

Present

Spark Networks.; Los Angeles, CA

- Lead UX design for all mobile initiatives at Spark
- Create requirements, use cases, wireframes, and prototypes for iOS & Android apps for JDate and Christian Mingle
- Re-design mobile websites for JDate and Christian Mingle brands
- Work with graphic designers to perfect the look and feel of our mobile products.

Apr. 2013- Product Manager, Marketing Platform

Oct. 2013

SteelHouse Inc.; Los Angeles, CA

- Led the design and development of SteelHouse's self-service web marketing products, including retargeting, on-site offers, branding, and our innovative Slingshot initiative.
- Worked with designers, engineering, and execs to execute usability and tactical improvements to our platform.
- Gathered feedback from stakeholders to create feature roadmaps and design requirements.
- Planned and designed the framework for a tracking and fulfillment system to streamline our client management.

May 2010- UX Design Lead

Apr. 2013

mPortal, Inc.; Los Angeles, CA

- Design & Info. architecture for Comcast's XFINITY mobile apps (iOS, Android, BlackBerry) as well as Bright House Network's Easy Gadget iOS & Android mobile and tablet apps
- Manage client relationships and provide UX expertise to client & developers.
- Direct the graphic design & visual asset production process.
- Responsible for user experience for our ongoing pipeline of multiple simultaneous new & updated apps.

Mar. 2009- Freelance UX / Human Factors Design

May 2010

Los Angeles, CA

Quantum Mobility Solutions

- Responsible for detailed interaction wireframes for AT&T's U-Verse mobile applications
- Sidebar, Inc
 - UI Design & architecture for a mobile content delivery application.

Resilient Coanitive Solutions

- Conducted knowledge elicitation sessions to identify cognitive difficulties within systems.
- Created information visualizations to represent complex cognitive interrelationships.

Aug. 2007- Sr. Design Consultant

Feb. 2009

Quantum Mobility Solutions; Los Angeles, CA

- Principal interface / interaction design on various products for mobile handsets and services.
- Led interaction design on the Mobile Storefront for Palm's webOS-enabled devices.
- Managed client contracts including scope of work and project tracking.

Jan. 2006- **UI Design Manager**

Jul. 2007 Amp'd Mobile, Inc.; Los Angeles, CA

- Promoted to Sr. Designer and Manager of in-house UI Design Team responsible for mobile software and handsets.
- Conducted usability research and requirements gathering; created wireframes, architectures, and visual designs.
- Sep. 2002- Research Assistant
- Dec. 2005 The Ohio State University; Columbus, OH
 - Examined the role of scenario design and use from a cognitive engineering perspective.
 - Developed a methodology for creating early design requirements using scenarios and cognitive task analyses.
 - Created decision support systems for Aviation Safety Inspectors using knowledge elicitation and contextual inquiries.

Additional Experience

Dec. 2001-	Design Consultant; Califo	rnia State Universit	y Channel Islands

Jun. 2002 • Designed inaugural print versions of General Catalog & Class Schedule

Sep. 2000- User Interface Designer; LiveWorld, Inc.

• Wireframes, screen mocks, design analyses for a large-scale social network web service.

Education

2002-2005 M.S. in Human Factors Engineering; The Ohio State University; Columbus, OH

Studied cognitive engineering, scenario design / development, cognitive task analysis, visual design, typography.

1996-2000 B.S. in Cognitive Science, specializing in computation; University of California San Diego; La Jolla, CA

Studied user-centered interface design, human-computer interaction, usability testing, perception, artificial intelligence.

Additional Skills & Qualifications

Software: Adobe InDesign, Photoshop, Illustrator, Acrobat; Quartz Composer/Origami; MS Office; OmniGraffle, OmniOutliner;

Basecamp, JIRA; Familiarity with HTML/CSS, Javascript / Actionscript, C.

Publication: "Scenarios as a Tool for Collaborative Envisioning" (Proceedings of the 49th Annual Meeting of the Human Factors &

Ergonomics Society; Orlando FL; Sep. 2005).

Personal: Excellent ability to distill technical concepts to general audiences. Diverse leadership experience. Superior teamwork,

communication, and writing skills. Quick learner, extremely organized, keen design sense, close attention to detail.

Mobile: JDate, Christian Mingle (iOS, Android) Bright House Easy Gadget (iOS, Android), Xfinity Connect v1.0-3.5

(iOS, Android, BlackBerry), **UVA Reunions** (iOS), **AT&T U-Verse** (iOS), **Plaxo Mobile** (iOS), **Palm Pre** (webOS)

Websites: **Blog / portfolio:** http://alsowik.net

Zen Backgrounds: http://zenbackgrounds.com **The Great Steakout:** http://thegreatsteakout.com

Master's Thesis research: http://csel.eng.ohio-state.edu/productions/xcta/