

Isaac Weinhausen

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Objective

Find a full time UX-related position that fuels my passion for design & development through a relentless search for excellence, betterment, innovation, and inspiration; in a nimble multidisciplinary team that loves their craft, dares to be transparent, values the lives of its colleagues, and gives back to its local community.

Qualifications

Digital Media	Web apps: Visual design, Interaction design, Rapid prototyping, Usability engineering Web sites: Landing page optimization, Interactive branding, Content strategy
Print Media	Corporate identity, Style guides, Print collateral, Prepress
Technologies	XHTML (hand-coding), CSS (cross-browser), JavaScript, jQuery, Flash Actionscript 2.0/3.0 (OOP), RegEx, Xpath, WordPress Familiar with: RoR, PHP, MySQL, AJAX, Selenium, Git
Software	Adobe: Photoshop, Illustrator, Flash Apple: DVD Studio Pro, Aperture, Mac OS X Microsoft: Word, Excel, PowerPoint, Outlook, Access, Windows Web: Basecamp, WordPress, Google Apps, Lighthouse, Zen, GitHub Other: Textmate, Transmit, FontExplorer Quickbooks, Parallels, SuperDuper Familiar with: Final Cut Pro, Adobe InDesign
Management	Able to simultaneously manage and execute multiple projects under strict deadlines, as a freelancer and an employee, while maintaining client and vendor relationships.
Communication	Skilled in communicating to diverse clientele and team members; Enjoy teaching and presenting, especially over material I'm passionate about.
Interpersonal	Maintain positive attitude; Handle conflicts well; People person.
Other	Capable of making economically-based decisions, in pressure intensive situations; Experienced in researching latest trends and technologies.

Experience

Nov 2008 – Mar 2010

UX Designer (full-time) | *AngryLapdog.com*

Consider the user's overall satisfaction with the product, primarily through visual and interaction design; Create specifications for implementation, conduct usability studies, assist with debugging, QA, and content; Collaborate closely with CEO, CTO, and staff in an early startup environment, using agile & lean methodologies. Accomplishments: Increased signup conversion rates by 10%; Engineered a Flash prototyping process that reduced usertesting costs & time by 70%.

- Dec 2002 – Nov 2008 **Owner / Graphic/Web Designer (full-time / part-time) | Freelance**
Provide wide array of design services for various small to medium sized businesses and for local ad agencies, independent marketers, etc; Handle all aspects of owning a business: production, sales, finance, etc.
- Nov 2006 – Apr 2007 **Interactive Designer (full-time) | Banner Health (Interactive Design & Dev.)**
Collaborate with Instructional Designers to design/develop Reusable Learning Objects (RLO) for the Learning Management System (LMS); Design conceptual prototypes & specifications for project initiatives; Provide consultation & vision regarding new media/technology; Assist with vendor management; Write regularly for the department blog.
- Aug 2005 – Sept 2006 **Graphic/Web Designer (full-time) | TRUE Partners, LLC**
Manage list of clients in a small design firm environment; Support teammates' projects and in-house projects; Write proposals & project briefs; Interact with and manage vendors; Maintain internal/external brands; Assist with production work; Research/Learn/Introduce/Implement new software, technologies, methods, and ideas; Write regularly for the company blog.
- Nov 2000 – Dec 2002 **Web Designer / Tech Assistant (part-time) | East Valley Bible Church**
Redesign/Maintain websites for church and youth ministries; Prepare artwork and documents for print; Build vendor relationships; Assist with video direction & production; Assist with event setup/teardown; Create/Manage volunteer team for event projects; Troubleshoot Win98/2000/XP systems; Learn/Implement and provide training for new technologies and software.

Education

- College **Arizona State University**
Design Awareness, History of Graphic Design, Principles of Graphic Design Studio & Lecture, Extra-curricular: Church Student Ministries
- Chandler/Gilbert Community College**
Accounting Finance, Communications, Geology, Calculus, Physics, English
- Workshops **Adaptive Path**
UX Intensive

Miscellaneous

- Favorite Feeds A List Apart, Signal vs. Noise, Coudal Partners Blended Feed, The Cool Hunter, Computerlove, Make Magazine, swiss-miss, SimpleBits, Stylegala, TJOT
- Interests Color Interaction, Authenticity, Design subcultures, Touch Panel UI, LCD Technology, Photography, New Urbanism, Coworking, Local Design Community, Cigars, Longboarding (skate), Coffee culture
- Meetups Refresh Seattle, SXSW, IxDA, NWEN