Isaac Weinhausen

me@isaacw.com | 480.221.8761 | www.isaacw.com

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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: Office, Windows Web: Basecamp, Google Apps, JIRA, Lighthouse, AgileZen, GitHub Other: Textmate, OmniGraffle, Transmit, 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 and enjoy communicating to diverse clientele and team members.
Interpersonal	Maintain positive attitude; Handle conflicts well; People person.
Other	Capable of making econimically-based decisions, in pressure intensive situations; Experienced in researching latest trends and technologies.

Experience

June 2010 – Present

Sr. UX Designer | *TokBox.com*

Increase product usability & value by iterating on features and designing new ones where needed; Work in step with Usability Researcher, PM, and Font-end Engineers to see designs through in a quick-moving middle stage startup. Accomplishments: Redesigned the guest experience to support post-call signup conversions; Designed subscription management UI controls; Improved usability of call window toolbar.

Nov 2008 – Mar 2010

UX Designer | *AngryLapdog.com*

Consider the user's overall satisfaction with the product, primarily through visual and interaction design; Create specifications for implementation and conduct usability

studies; 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%; Lead effort to discover & define consumer value proposition.

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** | *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** | *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*

Education

College **Arizona State University**, *2004*
Design Awareness, History of Graphic Design, Principles of Graphic Design Studio & Lecture, Extra-curricular: Church Student Ministries

Chandler/Gilbert Community College, 20*02 – 2003*
Accounting Finance, Communications, Geology, Calculus, Physics, English

Workshops **Adaptive Path**, *2009*
UX Intensive

Miscellaneous

Favorite Feeds A List Apart, UX Matters, Signal vs. Noise, Coudal Partners Blended Feed, The Cool Hunter, Computerlove, The Sartorialist, swiss-miss, SimpleBits, TJOT

Interests Color Interaction, Design subcultures, Touch Panels, LCD Technology, Photography, Theology, New Urbanism, Coworking, Local Design Community, Longboarding, Cigars, Coffee culture, Foodie-ism

Meetups SXSW, IxDA

References available upon request