Rick Ebert | Interaction Designer

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Experience

National Instruments : Sr. Interaction Designer

Austin, TX | January 2014 - Present

- Working with a multi-disciplined team to establish the framework for the next-generation, web-based version of LabVIEW
- Establishing consistent guidelines for use throughout the application
- Mentoring junior designers and interns

RetailMeNot : UX Consultant

Austin, TX | June 2013 - November 2013

- Architected upgrades to internal software through shadowing and contextual inquiry
- Worked with development teams on new initiatives including in-store shopping, geo-fencing and app-based social networking

Karmaloop : UX Consultant

Boston, MA | February 2013 - April 2013

- Streamlined buying experience across all channels through user research, on-site testing and fusion with ecommerce team best practices
- Planned for future releases by analyzing current trends, competitors and new technologies

Upromise/Sallie Mae : Sr. Web Architect

Boston, MA | October 2011 - January 2013

- Actively advanced current objectives for the Sallie Mae and Upromise brands through a positive, engaging user experience across platforms
- Anticipated business requirements through aggressive user testing and research

Oracle USA : Sr. Interaction Designer

San Francisco, CA | September 2005 - September 2011

- Functioned as a design lead for multiple high profile products within the financial space including Fixed Assets, Expense Reporting and Procurement
- Responsible for working with management and engineers to create a technically feasible, aesthetically pleasing work space for ERP customers
- Wrote and reviewed design guidelines to ensure consistency across products

projekt202 : Usability Designer

Austin, TX | March 2004 - August 2005

- Planned/designed the underlying architecture, work flow and layout for software clients
- Supervised off-site user testing and analyzed results

Education

Carnegie Mellon University

Pittsburgh, PA | August 1997 - September 2002

BFA Graphic Design [2001] / Masters of Human-Computer Interaction [2002]

Skills

Adobe Creative Suite
Omnigraffle, Sketch, Visio, other wireframing tools
Windows and iOS proficient