Steve Posney

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Education

Carnegie Mellon University
Aug. '11 - May '15

Bachelor of Science in Computer Science
Minors in Business Administration, Human-Computer Interaction
QPA: 3.25/4.00
Honors: Computer Science Senior Leadership Award, Dean's List Fall '11

Relevant Skills

Research Techniques

Contextual inquiry, competitive analysis, heuristic evaluation, literature review, content inventory

UX Methods

Personas, card sorting, journey maps, affinity diagramming, wireframing, high-fidelity prototyping, usability and A/B testing

Software

Sketch, UXPin, Balsamiq, Adobe Creative Suite (Illustrator, Photoshop, InDesign), Justinmind, Flinto, InVision, Visual Studio, Git, SVN

Languages & Technologies

HTML & CSS, C#/.NET Framework, Java, Python, C, bash & Windows shell scripting

Work Experience

Innovative Systems, Inc.
UX Designer
Sept. '16 - Present

Established company's UX team by serving as the primary advocate to internal stakeholders for the implementation of UX-focused initiatives and practices

Lead team of 3 designers in efforts to redesign existing software, design new software products, and implement proper, repeatable design thinking processes

Coordinate regular design critiques with design, engineering, and business teams to both provide and receive feedback on research and design artifacts

Collaborate with product management to hone product strategy and ensure products maintain a user-centric focus while meeting client and business goals

Conduct in-depth user interviews and ethnographic research to aid development of financial compliance and data quality software

Create low- and high-fidelity wireframes and prototypes for iterative usability testing, concept validation, and engineering reference material

Professional Services Consultant
Oct. '15 - Mar. '17

Managed and performed end-to-end large-scale software implementation projects in the realms of financial risk compliance and data quality, with a focus on customizing software to meet unique needs of each client

VIT Initiative, LLC
Lead Designer
Apr. '15 - Mar. '16

Created mobile interfaces and prototypes for an exercise device/app pairing and a workplace safety device/web app/mobile app pairing, maintaining a strong emphasis on immersive user experience in both hardware and software components for an accelerator-backed, Pittsburgh-based startup

Conducted extensive customer research, including coordinating an in-depth beta testing program with over 20 participants for a prototype workout enhancement device focused on identifying and evaluating different exercises

Recent Projects

Qualaris Website Redesign
Mar. '18 - July '18

Redesigned website for a Pittsburgh-based healthcare startup with a focus on the visitor's journey through the process of signing up for the Qualaris online continuous improvement platform

Expedition
Oct. '17 - Jan. '18

Designed, prototyped, and tested a more intuitive, user-friendly mission selection process for a digital tabletop role-playing game