

David Fenigstein

UX DESIGNER

Washington, DC-based UX researcher and designer; creating solutions that make complex concepts simple, understandable, and enjoyable. Experience and interests include science, education, and healthcare.

EXPERIENCE

LEARNING WITHOUT TEARS

SR. UX DESIGNER | JUNE 2018 - NOVEMBER 2018

- Conducted a heuristic analysis of the lwtears.com website and created wireframes and offered recommendations to create a more streamlined customer experience.
- Created wireframes for the Capital Start campaign using Balsamiq, and suggested content strategy in conjunction with stakeholders.
- Created wireframes using Sketch for the onboarding process of the Plus Live Dashboard easier, removing two unnecessary steps to getting started.

GEORGE WASHINGTON UNIVERSITY

ADJUNCT FACULTY | FEBRUARY 2018 - AUGUST 2018

Taught a UX/UI Design certification program that provides students with hands-on training in: ♦ User-centric design research & analysis; ♦ Brand & visual design theory, including color, typography, & iconography; ♦ Information architecture & wireframing; ♦ User interface design & storyboarding; ♦ Prototyping & usability testing; ♦ Web design with HTML5 & CSS; ♦ Interaction design with JavaScript & jQuery

Working with Trilogy Education Services, I was responsible for designing a curriculum and portfolio projects that utilize practical work experience to best fit the career path of each student.

LEIDOS

UX LEAD | APRIL 2016 - DECEMBER 2017

- Created a usability testing and prototyping plan and schedule within an agile environment for a Data Warehouse website
- Led a team of 5 in execution of that plan and acted as Scrum Master for the project.
- Mentored the group to participate in Ideation sessions, and conduct Hands-On Testing where necessary.
- Tools for this project: Adobe Connect to record hands on testing and focus groups. Sketch to create wireframes. HTML5/CSS3 to develop prototypes. Card Sorting exercises to guide navigation design.
- Conducted user interviews, ideation sessions, and stakeholder meetings in order to develop prototypes for a new application to aid collaboration for scientists to develop ideas.
- Built a set of standards creating consistency for all applications on the NHLBI Intranet in collaboration with Leidos developers and NHLBI designers.
- Received an award for my design updates to a Dashboard application.

TOOLS

SKETCH
ADOBE CS
INVISION
GIT
HTML5/CSS3

SKILLS

INTERACTION DESIGN
USER RESEARCH
INFO ARCHITECTURE
WIREFRAMING
RESPONSIVE DESIGN
RAPID PROTOTYPING
USABILITY TESTING
CONTENT STRATEGY

EDUCATION

GENERAL ASSEMBLY
2014
UX DESIGN IMMERSIVE
PROGRAM

UNIVERSITY OF
MICHIGAN
2012
M.S.E., ELECTRICAL
ENGINEERING
2010
M.S., ATMOSPHERIC,
OCEANIC, AND SPACE
SCIENCES

OBERLIN COLLEGE
1997
B.S., PSYCHOLOGY

ADDITIONAL EXPERIENCE

CONSUMER FINANCIAL PROTECTION BUREAU

UX DESIGNER | AUGUST 2015 - NOVEMBER 2015

- Composed screeners and moderators guide for user interviews with reporters, researchers and consumers for the next version of the Consumer Complaint Database.
- Designed a new streamlined process for selecting new Consumer Advisory Board committee members and delivered recommendations to the Human Capital team.
- Coded the design manual page and devised rules on site notifications and error messaging.

VT iDIRECT

UX ENGINEER | OCTOBER 2014 - MAY 2015

- Started a redesign of the entire IP Satellite installation service from end-to-end by
 - Collaborating with back-end and architecture team to redesign interfaces, simplifying procedure and appearance.
 - Working with the installers and customers to understand the complete process of launching the service.
- Performed heuristic analysis, applying UX best practices to identify and fix bugs, and identify areas where the interface did not adhere to the high level design document.
- Developed subject matter expertise in satellite based communication to best apply UX practices to company products.

OTHER PROJECTS

INFIELD HEALTH

UX DESIGNER | AUGUST 2014

- Redesigned a patient navigation mobile application from scratch.
- Developed a detailed patient experience map to identify all opportunities to improve the long term surgery procedure for a patient and their families and caretakers.
- Conducted user and market research, developed concept using design studio, journey mapping and prototyping

SOCIETY FOR WOMEN'S HEALTH RESEARCH

UX DESIGNER AND PROJECT MANAGER | JULY 2018 - AUGUST 2018

- Acted as Design Lead for a student project as part of the course I teach at GWU
- Redesigned a website for a non-profit agency.
- Conducted stakeholder interviews, ideation sessions, card sorting, wireframing, and prototyping
- Guided students in developing personas, styleguide for the web, and user testing