Rich Snider

UX DESIGNER

linkedin.com/in/richwsnider
richsnider.digitalcardboard.com

I am a resourceful and user focused UX designer centered on driving customer satisfaction through well designed experiences. My expertise is in utilizing research, exploration, and user testing to create and refine cohesive designs. I have designed enterprise software targeted at business professionals as well as consumer experiences targeted at a wide variety of audiences.

EXPERIENCE

PRODUCT DESIGNER
Intentionet | October 2019 - Present

- Owned user focused experience for key features including change validation, topology, and traceroute
- Drove requirements and consensus for advanced networking features and enhancements
- Developed customer focused workflows and use cases informing key decisions
- Designed features enabling complex analysis of the internal processing of the network
- Implemented frontend and supporting features in HTML/CSS/TypeScript/Angular/RxJS

UX DESIGNER
Bsquare Corporation | April 2016 – October 2019

- UI Product Owner for key DataV Manage customer, driving customer satisfaction
- Championed customer focused improvements founded in user feedback
- Drove consistency by establishing the design language and widget library of DataV
- Authored all design documentation for the full suite of DataV applications and 10 customer accounts
- Improved design workflow by establishing best practices, refining techniques, and adopting new technologies
- Collaborated with Product Managers, CSMs, Technical Writers, Developers, and Quality Assurance

UX DESIGNER, SOFTWARE ENGINEER
Snider Software LLC | November 2015 - April 2016

- Authored wireframes for 2 customer accounts
- Implemented front and backend systems in ASP.NET, HTML, CSS, and SQL

FOUNDER, GAME DESIGNER
Full Metal Games | February 2015 - April 2016

- Authored prototypes for Biomes
- Drove gameplay improvements founded in user feedback

RESEARCH SCIENTIST/ENGINEER 2
Center for Game Science | September 2010 - February 2015

- Developed features for Fractionizer, Creature Capture, Refraction, Refraction Remix, and Treefrog Treasure
- Authored prototypes and drove improvements founded in user feedback and engagement data
- Implemented front and backend systems in AS3, Java, and SQL
- Optimized and released four titles for iOS and Android mobile platforms
- Collaborated with Producers, Designers, Developers, Data Scientists, Researchers, and Quality Assurance

SOFTWARE DEVELOPMENT INTERN
Boston Scientific | June 2009 - September 2009

- Authored requirements documentation and test case suites
- Implemented an automated stress testing system
- Developed class 1 medical device software

EDUCATION

B.S. COMPUTER ENGINEERING AND ELECTRICAL ENGINEERING
University of Washington | 2005 - 2010

- Directed student team to create Hello Worlds, rated 4+/5 on Kongregate.com
- Completed capstones in Video Games, Embedded Systems, and VLSI
- Worked at UW Tech as student assistant

PUBLICATIONS

THE IMPACT OF TUTORIALS ON GAMES OF VARYING COMPLEXITY
Erik Andersen, Eleanor O'Rourke, Yun-En Liu, Richard Snider, Jeff Lowdermilk, David Troung, Seth Cooper, Zoran Popović | ACM CHI | 2012

ON THE HARMFULNESS OF SECONDARY GAME OBJECTIVES
Erik Andersen, Yun-En Liu, Richard Snider, Seth Cooper, Zoran Popović| Foundations of Digital Gaming | 2011

FEATURE-BASED PROJECTIONS FOR EFFECTIVE PLAYTRACE ANALYSIS
Yun-En Liu, Erik Andersen, Richard Snider, Seth Cooper, Zoran Popović | Foundations of Digital Gaming | 2011

PLACING A VALUE ON AESTHETICS IN ONLINE CASUAL GAMES
Erik Andersen, Yun-En Liu, Richard Snider, Roy Szeto, Zoran Popović | ACM CHI | 2011

SKILLS

- UX/UI Design
- Information Architecture
- Wireframing
- Prototyping
- Redlines
- Research
- Sketching
- User Testing
- AB Testing
- Data Analysis
- Agile Methodology

TOOLS

- Adobe XD
- Balsamiq
- Jira
- HTML/CSSJavaScript/TypeScript
- Angular
- RxJS
- ActionScript 3
- Java
- Python
- SQL
- Unix