



Resume

James Taylor Stables

Currently Lead UX Designer at Digital Karma
Previously Assistant Instructor at General Assembly
Previously Lead UX Designer at The Walt Disney Studios

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Experience

Lead UX / UI Designer, Digital Karma

June 2015 - Present (1 year 2 months)

- Took ownership of projects
- Was the Lead XD Designer & Lead UI Designer
- Attended and held Client meetings and Presentations
- Conducted User Interviewing and Testing
- Was a Mentor for contracted Junior XD Designers
- Guided the client to define their business goals & value statement
- Attended and held Sprint planning, Backlog Grooming and Iterative Design.

Assistant Instructor, General Assembly (UX Design Immersive)

June 2015 - November 2015 (6 months)

- Supported the instructor with supplemental teaching and support
- Instructed basic Agile workflow tasks such as Stand-ups, Documenting work for developers & stakeholders as well as Iteration Scheduling and Sprint Planning
- Created and conducted workshops that target specific UX Design skills such as Axure Prototyping, HTML/CSS/jQuery, Wireframing and Sitemaps in Sketch and Omnigraffle
- Supported the students with expert advice, workshop facilitation, direct student coaching and creative inspiration.

UX Designer, The Walt Disney Studios

December 2014 - June 2015 (7 months)

- Took ownership of projects by providing expertise as a User Experience Designer while supporting team members as needed on many diverse projects
- Represented the UX team on projects that required just one UXD which included responsibilities such as Evangelizing UX to Stakeholders and Owners, holding Kick-Off Meetings, providing solutions to design & business challenges as well as providing high level Wireframes, Prototypes and Statistical User Research
- I was a mentor to Junior XD Designers
- Guided the client to define their Business Goals & Value Statement as well as conducting Sprint Planning, Backlog Grooming and Iterative Design
- My favourite tasks were direct User Research and User Testing on Axure prototypes. My team was extremely creative and highly proficient in problem solving and collaboration.

Education

General Assembly

User Experience UX Design 10 week immersive, User Experience UX Design, 2014

Edith Cowan University

Bachelor's Degree, UI Design / Multimedia, 1999 - 2001

British Columbia Institute of Technology / BCIT

Associate Certificate of Graphic Design, Graphic Design, 2013

Volunteer

UX Design Bootcamp - Assistant to Instructor at General Assembly

June 2015 - Present

Providing a comprehensive overview of the UX Designer's role, tasks, process, opportunities, skills and expectations in a design team environment. Skills, concepts and workshops are held for 7 hours (10-5) over one day to provide an overview of the curriculum for the 10 week UX Design Immersive program at General Assembly. I facilitated the instruction of UX Design concepts and practices as well as assisted students in their workshop activities. Additionally, I provided expert examples and opinions on various skills, tasks and processes that relate directly to my work experience as a UX Designer.

Skills & Expertise

TOOLS

Axure RP

Sketch

OmniGraffle

InVision

Adobe CC

UX PROCESS

User Research

User Interviewing

User Testing

Ideation

Cross Functional Team Collaboration

CODING

HTML

CSS

jQuery

Mobile design

Responsive web design

Publications

Interviewing Stakeholders and Users

December 7, 2015

This is a large and comprehensive list of questions that I have collected during my experience as a Experience Designer. It is divided into 2 sections, "Interviewing Stakeholders" and "Interviewing Users". My goal was to give other XDs a starting point for their own Interviewing process.

User Testing Plan and Metrics Template

October 13, 2015

I created this User Testing Plan and Metrics Template for students and professionals to record basic information from their User Tests.

The Plan covers the procedure of setting up and documenting a proposed User Testing session, while the Metrics fields allow the Tester to record and capture the results of the test. All the terminology and field labels are explained in a way to encompass a complete User Testing session example.