

JOSHUA ROGERS

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Chicago-based UX designer with over 10 years of experience who excels at turning complex problems into intuitive and elegant solutions for users.

EXPERIENCE

Senior Associate User Experience Designer

*The Advisory Board Company (after acquiring Care Team Connect),
Nov. 2011 - Jan. 2017*

- Extensive experience creating design documentation catering to the level of detail needed by developers, from low fidelity mockups for agile iteration to comprehensive design documents for complex, multi-phased features.
- Trusted to take the lead on tackling the most difficult problems due to thoroughness in thinking through solutions, and the ability to communicate those solutions effectively.
- Distilled complex concepts into concise, effective language for both design documentation and instructions.
- Balanced design, development, and business needs to help successfully scale an enterprise product from thousands to millions of patients.
- Integral to the user-centric design direction of Care Team Connect, resulting in the purchase of the company in 2013 by one of the most respected names in healthcare research and best practices.

Web Designer

DePaul University, 2009-2011

- Worked within existing brand standards to organize the content of, wireframe, and develop the websites of several new departments.

Application Developer

Warranty Finance, LLC., 2007-2008

- Created scripts to automate manual routine tasks, reducing time to completion by up to 80%, improving accuracy, and eliminating human error.
- Designed and implemented internal applications for compiling and visualizing existing data, giving visibility into financial metrics not previously accessible, and improving internal user management.

Replications & Submissions; Quality Assurance

Acclaim Entertainment, Inc., 2000-2005

- Coordinated with developers to distribute software for testing, and ensure it met requirements for submission.
- Designed, developed, and implemented a tool to automate software versioning and streamline internal requests.
- Led a team responsible for testing software, and recording and effectively communicating issues to developers.
- Improved the UI of the issue management system used for tracking bugs across dozens of software projects.

EDUCATION

B.S. in Interactive Media

DePaul University (2007-2011)

Awarded top of sophomore class

Graduated magna cum laude

Certificate in 3D Animation

School of Communication Arts (1995-1996)

SKILLS

Methods: Agile, Ethnography, Heuristic evaluation, Mockups, Personas, Prototyping, Task analysis, Wireframing

Software: Axure RP, Adobe Photoshop, Confluence, Git, Jira, Microsoft Office

Code: HTML, CSS, Javascript, JSON, XML

ADDITIONAL

Participated in several pro bono projects for Association House of Chicago.

Cross-role experience and an ability to effectively communicate with a wide variety of stakeholders.

Uncommon appreciation for simplicity and elegance in both code and design.

Co-founded and currently maintain a successful weekly life drawing group since mid 2013 with a six member board and average attendance between 15 to 45 people per session.