Adam Klein

Product Designer

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New York, NY

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Skills

User Research

User Interviews

User Journey Mapping

Usability Testing

Wireframing

Prototyping

User Flows

Task Flows

Persona Generation

Information Architecture

Visual Design

Software

Sketch

InVision

Adobe Creative Suite

Figma

Zeplin

Education

General Assembly
Aug 2018 - Nov 2018
User Experience Design Immersive
Certificate of Completion, UX Design

Stony Brook University
Sept 2012 - May 2016
Bachelor of Arts, English

Syracuse University
Sept 2010 - May 2012
Courses in Computer Art & Animation

Accolades

+Acumen Design Kit: Prototyping

Summary

I am a Product Designer committed to driving research based solutions in a timely, effective and visual manner. I advocate for the user, balance business needs, and strive to deliver intuitive and visually captivating design that is both professional and detail oriented.

Experience

Scientocracy.io   Nov 2018 - Present
UX & Product Design Consultant
- Ongoing UX & Product consultancy where we evaluate Scientocracy's web presence, conduct user research and implement user-centric solutions on an as needed basis.

Huliauapaa - Wahi Kupuna   Dec 2018 - Jan 2019
UX & Product Research Consultant
- Conducted full heuristic analysis along with responsive web testing.
- Ran accessibility evaluations on contrast and color in line with WCAG recommendations with a pass ratio of 8.71.
- Evaluated current SEO rankings and keywords.
- Compiled and formatted a 37 page research report using Keynote.

Dressmate   Oct 2018
UX/UI & Product Design Consultant
- Conducted user interviews with existing and potential target users
- Designed, implemented and tested a new onboarding experience with a success rate of 70% - 100% user pass rate.
- Introduced multiple quality of life improvements such as a more cohesive and consistent global navigation system.
- Prepared and handed off specification documentation for developers to implement new designs into live environment.

General Assembly   Aug 2018 - Nov 2018
User Experience Design Immersive | UX Designer
- Attended 3 month Immersive User Experience Design program researching and designing various mobile and web applications.
- Conducted in-depth user interviews to identify user pain points and make informed research-based design decisions.
- Created low and mid fidelity wireframes, as well as high fidelity mockups, in conjunction with their respective prototypes for real world testing purposes.
- Designed, developed and collaborated with developers on a website redesign project leveraging Zeplin for dev hand-off.

Geico   Jan 2017 - June 2018
Bodily Injury Claims Adjuster
- Negotiated and resolved bodily injury claims in value up to $100,000.
- Researched, synthesized and gathered data from medical records to gain insights and discover trends in treatment patterns.
- Documented files in compliance with state laws and regulations.