

Brandon Stephens

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Work Experience

User Experience Lead, Nationwide Insurance
Dublin, OH, March – Current

Produce and coordinate user experience (UE) deliverables in an agile environment. Advocate strongly for UE in the current business practices.

Lead Interaction Designer, mediumLarge
Bloomington, IN, January 2010 – Current

Principal designer in charge of wireframing and prototyping interface designs for client contracts. Responsibilities include client relations, front-end development, concept creation/ideation, and UX evangelism.

Interaction Designer, Sproutbox
Bloomington, IN, November 2009

Worked directly with the fifth Sprout's, Proposable, owner to develop initial design specs, identify potential user groups, and rapidly iterate concepts. Final deliverables included wireframes, design documentation, and interaction flows.

Lead Interaction Designer, Glerb
Bloomington, IN, August 2008 – Current

Lead designer of the authoring tools group for a digital learning start-up. Responsibilities include interaction design, writing design specs, wireframing, concept ideation, and conducting usability tests.

User Experience Design Intern, NASA
Greenbelt, MD, May 2008 – August 2008

Sole designer involved in a 10-week project to redesign the Goddard Library's web presence. Designed information architecture and interface design based on usability testing and stakeholder constraints.

Senior of Counter Intelligence, Geek Squad
Bloomington, IN, Oct 2003 - May 2008

Oversaw 5-8 employees including the development and tracking of employee training, managed the progress of company initiatives, and interacted with end users on a daily basis to ensure client satisfaction.

Other Experience

Course Co-Developer, Physical Prototyping Skill for Interaction Designers
Indiana University, Spring 2009

Organized and developed a student-taught course focusing on physical prototyping skills with two additional second year students. Faculty is considering this course for inclusion in the HCID curriculum beginning Spring 2010.

Mentor, Interaction Design Practice / Meaning and Form
Indiana University, Fall 2008 / Spring 2009

Hand-selected as a volunteer mentor. Conducted studio style critique for graduate students, advised and evaluated students on project deliverables.

Associate Instructor

Indiana University, Fall 2007 – Spring 2009

Courses: Experience Design, Organizational Informatics, Legal/Social Informatics

Education

M.S. Human Computer Interaction Design, June 2009
Indiana University | Bloomington, IN

B.S. Economics, August 2007
Indiana University | Bloomington, IN

Design Methods

Interface Design
Participatory Design
Persona/Scenario
Affinity Diagrams
Ideation
Storyboards
Wireframes
High/Low Fidelity Prototyping

Research Methods

Usability Testing
Interviewing
Survey Design
Focus Groups
Qualitative analysis
Quantitative analysis
Ethnography
Contextual Inquiry

Prototyping

Photoshop
Illustrator
Dreamweaver
InDesign
Fireworks
Flash
Pidoco
Balsamiq
HTML
CSS
Sketching
Paper

Affiliations

ACM SIGCHI
IxDA