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Bob Werner

SUMMARY

INTERACTION DESIGNER with 3 years experience in strategy, design and validation of world-class business software. Having both a heart that requires growth and a mind that needs structure has aided in breaking down large complex topics like Predictive Analytics, First-Time Experience, Chatbots & more. Happiest while learning with aspirations of being a Creative Director.

KEY SKILLS

UX / UI Design	Information Architecture	Brand Voice & Tone
User Interface Design	Personas	Sketching
Agile Design	User Stories / Scenarios	Adobe Creative Suite
Wire Framing	Affinity Diagrams	Sketch
Design Specifications	Usability Testing	Invision
Prototypes	HTML / CSS / JavaScript	

EXPERIENCE

IxDA Vancouver
1/2017 – Present

Volunteer Committee Member

Support, plan and implement social and informational sessions for the Greater Vancouver Design community.

SAP Software & Solutions
9/2014 – Present

Interaction Designer

Successfully designed, tested and released BusinessObjects Cloud's licensed predictive solution for business intelligence. As a topic lead for onboarding and first-time experience successfully rolled out features and improvements for life cycle messaging, usage tracking, contextual help, wizard workflows, suggestions and customer feedback. Currently focused on strategy and design for an in-app chatbot which can leverage machine learning to improve user experience.

*Emily Carr University of Art + Design
Vancouver Coastal Health*
8/2014 – 9/2014

Interaction Design Research Assistant

Researched and designed a quality-control intranet portal geared to increase communication and awareness of internal quality initiatives throughout British Columbia. Areas of the portal were also customer facing and would serve to increase transparency and public awareness of programs as well as health initiatives.

*Emily Carr University of Art + Design
ECUAD Health Design Lab
University of British Columbia*
4/2013 – 6/2014

Interaction Design Research Assistant

In collaboration with GRAND Research and U.B.C., designed and developed an iOS health rehabilitation application. The final product served as an optimized digital system for patients with chronic conditions to learn about their condition, view and complete daily exercises, track their progress and share this information with their healthcare provider.

Sosido Networks
6/2013 – 8/2013

Interaction Design Intern

Designed the UX / UI for an in-application medical journal reader for Sosido's cloud peer-to-peer collaboration environment. This agile start-up allowed for independence with great mentorship and was an excellent design challenge.

Television & Film Production
2006 – 2014

Assistant Set Decorator, Lead Set Dresser, Set Dresser

Delivered impeccable set decoration while maintaining a rigid production schedule. Built a team, which excelled at creativity, teamwork and design. Managed labour budgets and scheduling for up to 40 employees. Working on productions such as Tron: Legacy, Battlestar Galactica, Eureka & Smallville inspired me to further pursue a career in design.

EDUCATION

Emily Carr University of Art + Design
2012 – 2014

Bachelor's Degree in Interaction Design