

DAVID PINDRYS

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SKILLS

User Research
User Flows
Storyboarding
Information Architecture
Wireframes
Rapid Prototyping
Hi-fi Design
HTML/CSS (Sass)

TOOLS

Co-Design Workshops
Whiteboards
Adobe Creative Suite
Apple Keynote
Adobe XD
ProtoPie
Sublime Text

EDUCATION

**Art Institute of Boston
at Lesley University**
BFA in Design
Cambridge, MA / 2011

HONORS

Best Interaction Design
2017, Seattle Immersive
Healthcare Hackathon

Health 2.0 Code-a-Thon
2nd place with CareSync

**Senior Exhibition Award,
Design**
2011, ICA Boston and AIB

Solving problems, organizing information and designing interactions through collaborative research, experimentation and iteration with enthusiasm.

WORK EXPERIENCE

Design Contractor, KP Innovation (Kaiser Permanente) - Oakland, CA

Feb 2019 – present

- Collaborating and building with cross-functional teams to empathize, learn, and iterate for innovative solutions to problems.

UI/UX Design Lead, Conteneo Inc. - Sunnyvale, CA

Sep 2015 – Jun 2017

- Conducted various types of user research to discover users' mental models and pain points with existing platform
- Designed low-fidelity wireframes to medium fidelity prototypes to test with users and socialize user flow amongst the team
- Designed high fidelity screens and components
- Coded production HTML and CSS

Junior UX Engineer, Koa IT - Kihei, HI

Aug 2014 – Sept 2015

- Consulted with clinical subject matter experts to understand their clinical workflows, identify usability gaps in modern EHRs, and collaboratively design solutions
- Designed and presented formative prototypes to receive both quantitative and qualitative feedback that lead the development of the OVCP

UX Designer, Picwell - Philadelphia, PA

Jul 2013 – Dec 2013

- Conducted user research and guerrilla user testing to prototype, iterate and define the user flow
- Defined information architecture and interaction patterns of mobile app
- Provided general user experience consultation and insight

VOLUNTEER EXPERIENCE

UI/UX Designer, ShelterTech

Oct 2018 – present

- Interviewing at-risk and homeless population and synthesizing research into actionable design tasks
- Organizing and consolidating the display of resources and eligibilities