



BENJAMIN REMINGTON

User-Centered Designer and Researcher

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Benjaminremington.com

Hi, I'm Benjamin. I'm a UX Designer with a background in marketing and urbanism. I'm a collaborative thinker who's at my best when finding the perfect intersection between business needs and user goals, honing my craft with a talented team, and closing the gap between design's present and future.

EXPERIENCE

UX Designer (contract) // Charles Schwab 2022 - Present

- Interfaced with product owners, content strategists, and developers to create a strategic roadmap for product enhancements
- Conducted user research via UserZoom to test and iterate on designs
- Created, documented and socialized designs - via wireframes, mockups, prototypes, diagrams, maps, and presentations

Freelance Designer // (Intel, JSR Micro, Crown Bio) 2020 - 2022

- Designed complex and intuitive enterprise data visualization and analysis tools for IT materials and healthcare services clients
- Provided ongoing UX strategy to product owners integrating software and data resources into existing workflows
- Led multiple design thinking workshops and trainings for global IT brands

UX Designer // Bluescape 2019 - 2020

- Led various design projects to develop features and improvements to web and proprietary large-format touchscreen platform UIs
- Conducted meetings with product managers, both front and back end engineers, and C-suite to demonstrate and develop designs
- Conducted user research via both direct observation and data analysis
- Documented and communicated designs - via wireframes, mockups, prototypes, diagrams, maps, and presentations

UX Designer // Epsilon 2016 - 2019

- Led multiple projects across multiple verticals from research through final delivery while custom-tailoring solutions to client needs and budgets
- Researched and evaluated emerging design, technology, and market trends to apply in design and strategy work.
- Conducted user interviews, surveys, competitive and comparative analysis, and usability testing to drive the design process
- Documented and communicated designs - via wireframes, mockups, prototypes, diagrams, maps, and client presentations

EDUCATION

University of California at Berkeley

Urban Design - Minor in Sustainable Design
Urban Studies Award for Academic Achievement

General Assembly

UX Design Immersive Program - immersive curriculum with a variety of client facing projects

STRENGTHS

User Research
Synthesis and Strategy
Information Architecture
Client Workshops

UX METHODS

Personas, journey maps, empathy maps, contextual inquiry, card sorting, heuristic evaluation, comparative analysis, affinity diagramming, storyboards, user experience mapping, user flows, content strategy, wireframes, interactive prototypes, usability testing

TOOLS

Wireframing: Figma, Sketch, Axure, Whiteboard, Pencil and Paper

Prototyping: Figma, Invision, Craft, Axure

Visual Design: Illustrator, Indesign, Photoshop

Coding: Basic HTML/CSS