PARKER BOMAR

Interaction Designer

(404) 567-0392 + parker@pbomar.com + www.pbomar.com

Professional Experience

Product Designer, General Motors | Remote   **Apr. 2022 – Present**
  + Took ownership of mobile app after first round MVP phase to align product with brand standards and new design direction.

Sr. UI/UX Designer, Humana | Remote   **Sep. 2021 – Apr. 2022**
  + Jumped into existing product and designed accessibility friendly refactor to move designs past MVP to roll out to advocates company-wide
  + Performed usability testing and research synthesis sessions for product ideation
  + Initiated and led transition to Figma design software for improved collaboration and handoff to stakeholders and developers, for entire Boston engineering team

Sr. UI/UX Designer, Haul Hub | Remote – Freelance   **Nov. 2020 – Jan. 2022**
  + Execute projects from initial concept to post-MVP phase, integrating stakeholder specifications with real-world demands to ensure a seamless user experience
  + Assumed responsibility for additional, partially completed projects as primary designer, effectively managing the timelines and requirements of multiple project managers at once
  + Collaborate with global developer teams to ensure fidelity of mobile-first designs and desktop administrative portals, utilizing clear communication and flexible methodology

UI/UX Designer, Acoer | Remote   **Dec. 2019 – Dec. 2020**
  + Created clean and modern user interfaces for interoperable blockchain-enabled healthcare software, collaborating throughout the process with front and back-end developers
  + Conducted user tests and interviews to build design architecture from low fidelity wire- frames to high fidelity mock-ups for varied stakeholders in the healthcare industry
  + Led marketing and branding for Acoer by creating explainer videos to break down complex topics in easy-to-consume short videos for social media and presentations

UI/UX Designer, OpenPharma (Certara) | Atlanta, GA   **May 2019 – Dec. 2019**
  + Designed data-heavy web and mobile applications to be accessible and intuitive for a broad user base, utilizing MVP sprints and adapting as needed based on client and user feedback
  + Collaborated with developers and scrum master in an agile environment to meet strict deadlines
  + Created and maintained a comprehensive design library with branding and software assets

Education
Bachelor of Science – Interactive Design   Kennesaw State University, 2019
Minor - Technical Communication   *President's List – 2017-2019*

Highlights
Awards/Certifications: Design featured on Forbes - 1st in BMW Contest
Programming Languages: CSS – HTML5 – JavaScript – C#

Skills
  + **User Interface**: Figma, Sketch, Invision, Adobe Xd, Axure, Wireframing
  + **User Experience**: User interviews, Usability testing, Research synthesis, Ethnography
  + **Process:** Human Centered Design, Goal Directed Design, Heuristic evaluation, Agile
  + **Motion:** Illustrator, After Effects, Principle, Premiere, Blender, Unity
  + **Rapid Prototyping:** Fusion360, AutoCAD, Fiber & C02 Lasers, CNC, Arduino, 3d printing