

Felix Tener | UX Designer

<http://felix-t.squarespace.com/>

<http://www.linkedin.com/in/felixtener>

felixtr@gmail.com

1.404.993.7194

I am a designer and researcher with a strong technological background, grounded in five years of SW development. Seeking full time position after graduation (May 2017).

PROFESSIONAL EXPERIENCE

Graduate Teaching Assistant for *User Interface Design* Aug 2016 - present
College of Computing - Georgia Institute of Technology, USA

- Delivering lectures about prototyping and sketching to a class of 69 students
- Organizing and participating in 12 hours of in-class design critiques
- Weekly assistance to Prof. Abowd in planning, preparation, and grading

UX Design & Research Intern Jun 2016 - Aug 2016
ADP Payroll Services, USA

- Conducted interviews (16), surveys, and observations to discover the reasons for inconsistencies between designed and developed interfaces in Work Force Now business unit
- Redesigned the Metadata Framework, which is used by SW engineers to develop UIs for ADP's products
- Participated in Agile design cycles of a multicultural and cross-globe located UX team

Graduate Research Assistant (UX Designer) Jan 2016 - May 2016
Institute of Material Sciences - Georgia Institute of Technology, USA

- Performed heuristic evaluations of an existing open-source platform for e-collaboration and redesigned the IA of the above platform to meet user needs
- Designed interface prototypes for new materials e-collaboration hub
- Created surveys and interviews to discover user needs

GUI Developer & UX Designer May 2012 - May 2014
EMC - Center of Excellence, Israel

- Designed and developed more than 40% of client's side screens of EMC XtremCache software using Flex Technology (ActionScript and MXML)
- Tailored products' overall appearance and experience to marketing strategies in collaboration with designers and marketing experts

GUI Development Intern Aug 2011 - Jan 2012
Institute for Systems and Robotics, Portugal

- Designed and developed a GUI for a semi-autonomous tracked wheel robot designed for urban search and rescue operations. Used C and C++ for Linux operating system with GTK+, OpenCV, and Robotic Operating System (ROS)

SW Engineer Aug 2009 - Sep 2011
Visuality Systems, Israel

- Designed and implemented automation tests for CIFS/SMB-based solutions for embedded/mobile markets. Used C for Linux and VxWorks operating systems

MASTER PROJECT

MS-HCI Final Project - Computational Skin Aug 2016 - present
Georgia Institute of Technology, USA

- Leading the UX Design of the multidisciplinary COSMOS (Computational Skins for Multifunctional Objects and Systems) group, which investigates printed electronics and alternatives to Moore's law
- Envisioning novel interactions of humans with objects and surfaces that will have sensing, computational, harvesting, storing, and communicative capabilities

EDUCATION

M.S. in Human-Computer Interaction

Georgia Institute of Technology
Aug 2015 - May 2017 (expected, GPA 3.76)

User Experience Certification

John Bryce Academy
May 2014 - August 2014

B.S. in Computer Engineering

Technion - Israel Institute of Technology
March 2005 - Oct 2011

B.A. in Architecture and Town Planning

Technion - Israel Institute of Technology
Oct 2002 - July 2004 (Discontinued, Honors)

SKILLS & TOOLS

Interaction Design

Axure, Sketch, Balsmiq, Invision

Rapid Prototyping

Sketching, Paper Prototyping, Wireframing, 3D Printing, Laser Cutting

User Research

Surveys, Interviews/Focus Groups, Persona Profiling, Storyboarding, Requirement Analysis, User Scenarios, Participatory Design, Heuristic Evaluation, Cognitive Walkthrough, User Testing

3D Modeling

Autodesk Fusion 360, 123D Design

Graphic Design & Video Editing

Adobe Photoshop, Adobe Illustrator, Adobe Premiere

HW & SW Prototyping

Arduino, Particle Photon, Processing

Management

Leadership, Project/Team Management, Client Relations, Agile Methodologies

SW Development

HTML/CSS, JS, PHP, SQL, Bootstrap, ActionScript/MXML

LANGUAGES

English, Hebrew, Russian