

ANDREW S. PARNELL

aparnell@gmail.com • andrewparnell.com

UX DESIGN EXPERIENCE

Senior UX Designer

Intapp • Palo Alto, CA • Jan. 2018–present

- As Intapp's first in-house UX Designer, act as a thought leader within the organization to establish design practices and methodology, educating product teams to encourage early engagement with design to effectively meet the needs of users in the Legal and Professional Services markets.
- Established unified design system in order to ensure consistent and intuitive interactions across Intapp's portfolio of enterprise products. Lead continued rapid evolution of patterns within the system in concert with product teams to simplify complex workflows, promote intuitive designs, and ensure accessibility.
- Collaborate with product managers to discover the full breadth of user problems and define features that solve those needs. Communicate those designs with product management and engineering through wireframes, user flows, mockups, interactive prototypes, and documentation.
- Conduct research by meeting with users and customers to better understand pain points and test possible approaches.
- Direct external vendors to augment design team to increase capacity.

UX Designer

Epsilon • San Francisco, CA • Feb. 2016–Jan. 2018

- Mentored a team of junior designers on projects to create detailed interaction specifications, user flows and wireframes on enterprise websites and applications.
- Transformed conceptual ideas into user flows, journey maps, and wireframes that represent a client's brand and meet business goals.
- Collaborated with a cross functional team of content strategists, designers, project managers, accounts, copy writers, and developers to deliver optimized experiences.
- Performed user research and utilized analytics to make iterative improvements on client projects.
- Clients Included: American Express, Delta, General Motors, Renesas, Wells Fargo.

Senior Interaction Designer

Quango • Portland, OR • 2009–2016

- Developed experience strategy, user journey maps and wireframes for business-to-business and business-to-consumer marketing and tools.
- Conducted usability explorations of VR technologies and control mechanisms for trade show audiences.
- Clients Included: Adobe, AWS, Dell, Intel.

Freelance UX Designer

Citifyd • Portland, OR • 2015

- Created proof-of-concept prototype of bluetooth low energy beacon parking meters for patent application.
- Defined initial requirements for the communication protocol and mobile application.

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EDUCATION

Bachelor of Fine Arts Digital Arts, 2009

University of Oregon

- Researched kinetic and interactive sculpture using input methods such as motion tracking and biometrics.
- Minor in Communications

AHA International Siena, Italy, 2009

- Artist residency in which I used algorithms to navigate and explore the city.

De Anza College, 2006

- Graphic Design and Computer Engineering

SKILLS

Design

Experience & Journey Mapping, Wireframing, Information Architecture, Content Modeling, Interaction Design, Color Theory, Design for Accessibility

User Research & Testing

Directed Interviews, Non-Directed Interviews, Card Sorting, A/B testing, Peek testing, Guerrilla testing

Software

Sketch, OmniGraffle, Axure, Invision, Invision DSM, Adobe After Effects, Adobe Illustrator, Adobe InDesign, Adobe Photoshop, Sketchup, Microsoft Office, G Suite (Docs, Slides, Sheets, Drive), Box, Dropbox, Framer, Jira, Asana, Basecamp, Slack

Digital & Physical Prototyping

Low Fidelity (Pen & Paper), HTML, CSS, PHP, MySQL, Javascript, React, Arduino, Processing, Raspberry Pi

Fabrication

Large Format Printing, Laser Cutting, Letterpress, PCB Fabrication, Soldering, Vinyl, 3D Printing