

Ezekiel B. Skovron

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Education

- California State University, Long Beach | August 2016 – June 2018, Human Factors M.S.
- University of California, Davis | September 2011 – June 2015, Psychology B.S.
- University of Cambridge, England | August 2013 – September 2013, Study Abroad

Skills

- **User Testing:** Moderated Usability Testing, Remote Usability Testing, Surveys, Click-Tracking
- **UX Design / Data Analysis Tools:** Adobe Photoshop, Adboe XD, Axure RP, Sketch, Usertesting.com, Validately, InVision, SPSS Statistical Package, STATA, Google Analytics, Google Web Designer
- **Web Development / Programming:** HTML, CSS, Microsoft Visual Basic

Work Experience

UI/UX Designer – The DuMont Project, Marina del Rey, CA

May 2017 – Present

- Own the user research process for Fortune 500 e-commerce clients to validate and improve landing page / conversion flow designs, and inform product strategy
- Providing UX support for developers (i.e. creating designs to be built out) and devising A/B testing ideas for new designs
- Designed a mobile and desktop experience that increased conversion rate by 12% compared to control, as well as a checkout experience for a multi-million dollar, high converting campaign

Graduate Researcher – CSULB Center for Usability in Design and Accessibility

August 2016 – May 2017

- Conducted moderated usability testing on a California State University faculty website known as *Dashboard*
- Gave users tasks to perform on *Dashboard*, recorded the session, and coded data
- Created wireframes and user flows via *Axure RP* and *Adobe Photoshop*
- Conducted heuristic analyses on the *Dashboard* website and contributed to evaluation report writing

Psychometrist – UC Davis Alzheimer’s Disease Center, East Bay Clinic, Walnut Creek, CA

August 2015 – August 2016

- Administered and scored standardized neuropsychological tests on patients and healthy control subjects, scheduled patients, recruited 40+ multi-cultured participants for clinical trials, and single-handedly managed the completion of data corrections for research data sets
- Conducted one-on-one interviews with healthy and control subjects

Trainee Production & Manufacturing Intern – Genentech, VV Operations, Vacaville, CA

June 2014 – December 2014

- Assisted with the creation of a new training program for the reopening of Cell Culture Production Plant 2 (CCP2) that accelerated the onboarding of 100+ employees
- Surveyed users from different departments on design options for training program website and training video library content
- Developed wireframes via *Microsoft Word* for a training progress report to be used by supervisors and trainees and shared my project with company executives and key stakeholders

Additional Relevant Experience

UX Research Intern – California Clock Company, Irvine, CA

March 2017 – December 2017

- Serving as a user experience researcher for an 8 person team to create a website informing incoming CSULB students of what to expect (academics, recreation, things to do in the area, etc.)
- Created user flows and design mock-ups, conducted competitive analyses, and provided research support

Interface Design and Production Assistant – UC Davis Center for Mind and Brain, Davis, CA

September 2013 – December 2014

- Oversaw the development of a Hybrid (online and in-person) Upper-Division Cognitive Psychology course
- Created *PowerPoints*, video lectures, and interactive course modules via *Adobe Captivate* and *Screenflow*
- Increased the number of “A” students by 50%