

Ezekiel Skovron

UX Designer

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WORK EXPERIENCE

MeUndies / Associate UX Designer

September 2018 – Present, Culver City, CA

Work closely with product managers, UI designers, and engineers to design scalable and satisfying digital experiences for MeUndies customers. Conduct research activities, such as remote user testing and user interviews to uncover opportunity and iterate on current designs.

DuMont Project / UI/UX Designer

May 2017 – August 2018, Marina del Rey, CA

Owned the user research process for Fortune 500 e-commerce clients to validate & improve landing page experiences and inform product strategy. Designed a landing page experience and enacted an A/B testing strategy leading to a 22% conversion boost.

CSULB Center for Usability in Design & Accessibility / Graduate Usability Researcher

May 2016 – May 2017, Long Beach, CA

Conducted moderated usability testing for a complex dashboard system used by CSU administrators. Recommended and created wireframes for design improvements.

UC Davis Alzheimer's Disease Center / Psychometrist

August 2015 – August 2016, Walnut Creek, CA

Conducted one-on-one interviews with patients and healthy individuals. Administered & scored neuropsychological tests.

EDUCATION

CSULB / M.S. Human Factors

August 2016 – June 2018

UC Davis / B.S. Psychology

September 2011 – June 2015

SKILLS

Design & Prototyping: Sketch, Adobe XD, Axure RP, Adobe Photoshop, Origami Studio, InVision, Zeplin

Research: Moderated and Remote User Testing (UserTesting.com, Validately), User / Customer Interviews, Surveys, Tree Testing, Card Sorting, A/B Testing (Google Optimize)

Statistics / Analytics: SPSS, Heap, Looker, Crazy Egg, Google Analytics

Development: HTML/CSS