

EXPERIENCE

Wethos | Director of Design | Sept. '19 - Feb. '22

- Successfully established product pilot program, user research program, design system library, and design sprint processes
- Led full design process, from sketches to prototypes to beta, public launch, and beyond
- Boosted user base from 0 to 15k+ in under a year, now 70k+

Futuredraft | UX Designer | Dec. '18 - Aug. '19

Client: GE Renewable Energy

- Participated in stakeholder and user interviews to gain a thorough understanding of requirements and pain points
- Designed and prototyped a visionary mobile solution for wind technicians to manage their work while on-site

Client: Change Healthcare

- Refined dashboard user experience with improved navigation, filtering, overlays, deep dives, and data views
- Designed and prototyped a key dashboard creation flow allowing for custom data views

Catalyst Innovation Partners | UX Designer | Sept. '17 - May '19

Client: Ubisoft

- Game Site Lifecycle Project
 - Developed 3 robust game site prototypes, suitable for small games to expansive franchises with multiple titles
 - Conducted usability testing to determine optimal design
- Navigation Project
 - Created 3 navigation concepts through sketches and low-fidelity wireframes
 - Undertook stakeholder interviews, user surveys, information architecture tests, and card sorting to evaluate success
- Community Platform Project
 - Participated in 19 video game player interviews to gain insight into motivations for community creation
 - Designed player archetypes and social hive model based on findings

Client: Winston Retail

- Gathered data through stakeholder and user interviews and contextual inquiry
- Developed low-fidelity wireframes, high-fidelity mockups, and a clickable prototype for testing and development handoff

Bo Schlagel Design | Owner, UX Designer | Jan. '17 - Aug. '19

- Operated a successful freelance design business, offering design services to startups and nonprofits
- Clients included: tEquitable, FWD.us, We the Future, Impact Justice, SFUSD, Chorus, Lune

FWD.us | UX Designer | Nov. '15 - Jan. '17

- Revamped a story sharing platform, fostering political action for immigration reform
- Established FightForFamilies.org brand through a mobile-first website, social media templates, and physical assets

EDUCATION

Brown University | B.A., Development Studies, 2013
Cumulative GPA: 3.82/4.00, Honors Thesis

General Assembly | UX Design Immersive, 2015
10 week, full-time program led by top UX practitioners