

Strong skills

- Cross-functional collaboration
- Team management
- Team mentoring
- Enterprise adaptation
- UX evangelization
- Workshop design & facilitation
- Presentations
- UX research
- UX theory & process
- User testing
- Analytics
- Agile

Experience summary

- Design systems
- Enterprise
- Mobile
- UX design
- Prototyping
- UX testing
- Responsive design

About me

- Comfortable with ambiguity
- Take initiative
- Question assumptions
- Data-driven decisions
- Always learning

Eric Stoltz

Product Design Lead

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Work experience

UX Design Lead

Bio-Rad Laboratories Irvine, CA | Sep 2018-present

- Developed job description, review candidates, interview, hire, onboard and mentor junior UX designer
- Evangelized for UX in cross-department sessions
- Crafted plan for interdisciplinary approach to design system, built out sections as an Angular SPA
- Lead immersion sessions to guide developers through requirements
- Created and facilitated cross-disciplinary workshops to address UX improvements
- Conducted user testing, customer requirements gathering, research
- Conducted international user testing in China, including localization of prototype and script into Mandarin
- Designed and iterated on UIs for flagship clinical diagnostics SaaS application
- Redesigned UIs based on research and internal evaluations to accommodate needs of enterprise users
- Provided detailed guidance and support for developers

Contract UX Designer

Cyndx Networks Santa Monica, CA | Jun 2018 – Sep 2018

For this three-month UI project:

- Redesigned application used by investment bankers to identify target companies
- Combined two related products into a single interface, add new features

Lead UX Designer

FastPay West Hollywood, CA | May 2015 – Jan 2018

- Provided foundational guidance to early-stage product requirements
- Developed design system as an Angular SPA
- Lead user research sessions with various user groups
- Analyzed user sessions with FullStory and server data to guide UX design
- Worked with marketing to ensure UI consistent with brand
- Developed UX personas
- Lead effort to develop unified style guide after acquisition of another company
- Hand-coded interactive HTML5 prototypes
- Worked closely with developers in ensuring highest quality UI
- Wrote product stories with annotated UX artifacts such as wireframes and process flows
- Designed and iterated on screens to guide development of product features

UX Designer

Zynx Health, a division of Hearst Health Los Angeles | May 2013 – May 2015

- Managed team of two UX designers
- Created role of UX evangelist in organization, creating interdisciplinary advisory group to advance organizational UX maturity model
- Lead design thinking workshops and collaborative design sessions with product stakeholders

Awards

- 2011 Webby Awards, Official Honoree
- 2006 Webby Awards, Official Honoree

- Managed UX and visual design of three product lines across five platforms
- Revised iOS app for clinical use at point of care and created entirely new Android version using Google Material Design guidelines
- Provided guidance to offshore development teams in India and China through regular meetings and presentations
- Developed wireframes, comps, style guides, prototypes (Invision and hand-coded HTML5)
- Provided HTML5 and CSS guidance to developers
- Conducted and lead user testing and beta feedback programs

Product Engineer

Zynx Health, a division of Hearst Health Los Angeles | Apr 2011 – May 2013

- Lead team of eight software engineers and two business analysts in Agile Scrum process
- Track team progress, eliminated roadblocks, solved problems
- Deliver on-time and low-defect new products and product enhancements to leading healthcare content management system
- Manage project including liaison with product managers and stakeholders
- Conduct in-person and remote user testing
- Created and iterated on UI designs
- Proposed, budgeted, and managed competitive intelligence project to evaluate products and services of major competitors
- Developed wireframes, process flows, and other UX artifacts
- Gathered requirements, wrote stories, aligned acceptance criteria to TDD

Product Manager

Frequency Networks Los Angeles | Nov 2009 – Apr 2011

- Managed Agile Scrum process
- Developed site maps, wireframes and other UX documentation
- Developed UX process flows and triage engineering and QA issues related to use cases
- Developed use cases and stories for Agile product development process
- Created design comps

Front End Engineer

GetBack Media Los Angeles | Nov 2008 – Nov 2009

- Responsible for all user interfaces for this pop-culture startup
- Developed site maps, wireframes and other UX documentation

Technical Product Manager / UX Designer/Front End Engineer

Independent Consultant Los Angeles | Jan 1998 – Nov 2008

- Conceptualized, designed, and developed small, medium and large Web sites and intranets up to several thousand pages per project
- Developed UX documentation including site maps, wireframes and process flows
- Developed UI for online tasks and transactions
- Negotiated agreements and managed all aspects of development through deployment
- Managed project budgets of up to \$150,000
- Established specifications, selected and directed subcontractors

Education

University of Southern California