

TIM BROADWATER

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CERTIFICATIONS

UX Management: Strategy and Tactics 2021

Interaction Design Foundation, 108063-2021-596939

HCI for UX Design (MIT xPRO) 2019

CSAIL, 1519140023

UX Master Certification (UXMC) 2017

Nielsen Norman Group, 1008038

Interaction Design UX (NNGUXC) 2017

Nielsen Norman Group

Web Design UX (NNGUXC) 2016

Nielsen Norman Group

Mobile Design UX (NNGUXC) 2015

Nielsen Norman Group

Instructional Design (QM Rubric) 2013

Quality Matters

EDUCATION

M.F.A. Interactive Design

Savanna College of Art & Design

Jan 2013 - Nov 2015

M.A. Intermedia

West Virginia University

Aug 2003 - Dec 2005

B.A. Art

B.S. Graphic/Fine Arts

A.S. Commercial Design

Fairmont State College

Aug 1995 - May 2001

EXPERIENCE

Leidos Holdings, Inc.

Morgantown, WV

Staff UX Engineer (Feb 2021 - Present)

- Devise UX / UCD / UDD strategy for the Leidos agile software factories
- Recruit, develop, and facilitate intern, junior, associate, and senior UX team members
- Project plan and resource manage for a program of UX work
- Coordinate with peers in other disciplines to lead the organization's usability vision
- Work with business to understand needs and provide solutions from the UX team
- Identify opportunities for creating / improving products, SaaS, and services

Senior UX Software Design Engineer (Jun 2017 - Feb 2021)

- Create, facilitate, and conduct both qualitative and quantitative user research
- Design usable, valuable, and desirable enterprise software, products, and services
- Facilitate team understanding of user-centered design and research methodologies
- Develop prototypes and software with various CSS and front-end frameworks
- Align business and user goal through design solutions in Lean UX sprint cycles
- Propose direction with accessibility, content, instructional design, and usability audits

DICK'S Sporting Goods

Coraopolis, PA

Senior UX Designer (Jul 2016 - Jun 2017)

- Plan, execute, and iterate upon interaction design deliverables and research
- Provide mentorship on execution of design deliverables and strategic research
- Engage with project stakeholders to translate business requirements into experiences
- Define, validate, and maintain UX patterns and style guides
- Synthesize/Present qualitative and quantitative data into recommendations and strategy

West Virginia University

Morgantown, WV

UX Architect (Aug 2014 - Jul 2016)

- Conduct, evaluate, and visualize marketing research/usability testing result data
- Facilitate consultation and data mining with clients and stakeholders
- UI design, front-end development, and rapid-prototyping of 6 open-source digital collections, 12 responsive websites, 5 web applications, and other web resources
- Align content strategy, library services, and marketing goals with web performance

UX Designer (Apr 2008 - Aug 2014)

- Develop web standards for accessibility, compatibility, SEO, RESS, and WPO
- Facilitate/manage content audits, website work-groups, and 65 different website projects
- User data visualization and work-flow development for institutional improvement

SKILLS

Dev / Language Familiarity

CSS • Docker • HTML • JavaScript • Jenkins • jQuery • JSON • Keycloak • KML • LESS • Markdown
NPM • Node.js • PHP • Polymer • React • Ruby • SASS • TypeScript • Vagrant • XHTML • XML

Management Systems

Atlassian • Civic CRM • Compliance Sheriff • Drupal • GitHub • Hydra • Joomla • Kentico • phpBB
Pligg • SiteImprove • Slate • SOLE • Trello • WordPress • Work Front • Umbraco

Software Applications

Adobe Creative / Marketing Cloud • Axure • Google Adwords / Analytics • Microsoft Office 365
Microsoft Visual Studio • Miro • Newtek LightWave 3D • Oracle VM • Qualtrics • SourceTree
Sublime Text • TechSmith Morae • UserTesting • WebStorm