



Zach Saul / Designer

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Design Experience

Designation

An immersive 24-week UX/UI program teaching digital design skills and pairing designers with relevant client projects in the field.

Mar 2019-Jul 2019

Design Instructor I act as associate creative director, teaching students how to conduct meaningful user-centered research, and successfully present it to stakeholders. I lead workshops on design software and prototyping tools, and create curriculum resources for other instructors.

Designer in Residence I trained students how to design in professional sprint environments, and navigate their future careers. I provided extensive feedback and lead workshops on design software and prototyping tools. This position is offered to the top designers who complete the program.

Neopenda

A global health technology company developing an infant vital signs monitor.

Feb 2019-Mar 2019

UI/UX Designer I worked on a team that delivered a tablet interface to a medical startup working to decrease infant mortality rates in sub-Saharan Africa. The interface we designed displayed readings from vital sign monitors and alerted nurses when patients were in danger. We interviewed Ugandan users and medical experts to develop a visual data hierarchy that made it easier for nurses to monitor babies in understaffed wards.

Stride 360

A fitness technology company developing a standing elliptical bike.

Feb 2019-Mar 2019

UI/UX Designer I worked on a team that delivered a mobile interface to an in-home elliptical bike hoping to help motivate users to exercise later in life. The interface we designed simplified fitness tracking and bike controls while delivering users personalized content. We interviewed suburban moms with in-home fitness knowledge to develop an understanding of what differentiates their favorite digital experiences.

Perks Worldwide

A B2B employee incentives software company focused on fortune 500 companies.

Feb 2015-May 2018

Lead Designer I managed the visual brand and was in charge of designing print and digital materials used company-wide. I created a content library with 500+ items for the sales team to use with prospects and was involved in strategy decisions to improve site visits, traffic, and conversions.

Marketing Designer I designed branded materials for print and web and learned front end skills to manage online content marketing materials. I wrote blog posts on a weekly basis, and eBook content on a quarterly basis.

Skills

UI Prototyping, Style Tiles, Moodboards, Interaction Design, Illustration, Desirability Testing, Vector Design

UX Wireframing, UX Strategy, Copywriting, Usability Testing

Development SVG Animation, HTML, CSS, Bootstrap

Tools Sketch, Principle, Invision, Illustrator, Photoshop, InDesign, AfterEffects, Google Analytics, Keynote

Education

Hendrix College / B.A Psychology
Designation / UI Designer

Other Activities

KHDX

A college-sponsored radio station that provides 24-hour programming, and community concerts.

Apr 2013- May 2014

Concert Director I led a committee that booked 3 nationally touring artist concerts each year. Our team was in charge of designing all promotional materials and overseeing all logistics with the artist managers and facility staff. Visiting artists included: Chance the Rapper, Lucius, and Shakey Graves.

Sundance Film Festival

An iconic film festival and creative expo in Park City, Utah showcasing the work of artists and filmmakers from around the world

Oct 2018-Mar 2019

Volunteer I assisted festival attendees finding movie screenings and premieres and distributed scheduling/logistical information. I attended 20+ screenings and panel discussions, dissecting a diverse set of creative processes.