



Robert S Goertz

User Experience Designer

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Education

University of Washington

B.S. Informatics - HCI
Seattle, WA | June 2020
GPA: 3.74

Sungkyunkwan University

Informatics Study Abroad
Seoul, KOR | Aug-Sept 2018

Skills

Design

User-centered Design
Contextual Research
Sketching
Wireframing
Rapid Prototyping
Storyboarding
Usability Testing
Typography
Information Architecture
Responsive Design
Experience Mapping
Visual Design

Software

Figma
Figma
Sketch
Adobe XD
Adobe InDesign
Adobe Photoshop
Adobe Illustrator
Balsamiq
Lucid Chart
Framer
Invision
Miro
HTML / CSS

UX Experience

Seattle Sustenance - University Project // 2020

Role: UX Designer

Designed a mobile application for low-income citizens of Seattle to discover and navigate to suitable free-meal services throughout the city.

Responsibilities: User research, wireframing, contextual inquiry, creating low/high fidelity prototypes, conducting usability studies, developer handoff.

Chronic Disease Management Tool - Capstone Project // 2019

Project Sponsor: City of Seattle Aging and Disability Services

Role: UX Designer

Redesigned Aging and Disability Services' paper-based self-management plans into a web application that provides users the ability to assess the management of their chronic condition and work with their health care providers for adjustment.

Responsibilities: User research, user interviews, user testing using KPIs, usability studies, wireframing, rapid prototyping, presenting high-fidelity mockups and prototypes to stakeholders.

Foodie Fanatic - University Project // 2018

Role: UX Designer / Information Architecture

Designed a mobile application for food enthusiasts to discover, share, and acquire food-related products and media.

Responsibilities: Created customer user journeys, sitemaps, and card sorts to convey user need. Designed deliverables such as wireframes, mockups, and prototypes for presentation to the client.

Professional Development

Google UX Design Certificate

Coursera Online | March - October 2021

Completed several courses of training designed for entry level job readiness using tools such as Figma and Adobe XD

Topics included: UX research methodologies, designing for accessibility, wireframing, prototyping, and creating mockups.