

Dan Smith

UX ENGINEER

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Microsoft engineering alumnus with graduate degree in UX design, UX Master Certificate & over 8 years of experience.

I focus on promoting human ease & efficiency, bridging design & engineering, and using technology to inspire curiosity & growth.

EXPERIENCE

UX Engineer at Speaking of Science

February 2021 to present

- Drove end-to-end UX for Guardant Health & Alpha-1 Foundation, achieving a 758.9% surge in form submissions and a 40.1% boost in resource downloads by refining lead capture forms, streamlining navigation, and improving content findability & mobile responsiveness.
- Contributions across executive workshops, user research, information architecture, design & front-end development, aligning user needs with business objectives for impactful results.
- Crafted scalable, consistent design systems in Figma & code, reducing development time by 50%.
- Championed remote collaboration across teams and mentored 4 UX practitioners, enhancing skills and outcomes.

UX Strategist at O3 World

February 2022 to September 2022

- Spearheaded UX/UI, establishing design system components & SVG animations for Vertex Inc. & Caron Foundation.
- Owned design workshops, usability testing, heuristic evaluations & web analytics to drive informed design decisions.
- Created artifacts like personas, journey maps, wireframes, and clickable prototypes to facilitate hypothesis testing.

Software Engineer at Microsoft

March 2017 to April 2021

- Led pixel-perfect front-end development for marketing sites of high-visibility products (Dynamics 365, Power BI, Power Apps) and key live events (Build, Ignite, Business Applications Summit), delivering fast, responsive, accessible digital experiences that reached a global audience, and contributed to billions of dollars in revenue.
- Closely teamed with 15+ engineers, program managers & UX designers on feasibility & cost-benefit analyses for new design patterns, ensuring technical & UX optimization.
- Enhanced Microsoft's design & component system, focusing on WCAG compliance, internationalization & localization.
- Provided code review & mentorship, training back-end engineers in front-end & UX best practices.

Web Development Engineer at PitchBook Data

September 2015 to March 2017

- Built workflow & automation applications, boosting data acquisition by 200% and employee efficiency by 2,250%.
- Leveraged tools like Balsamiq & Sketch for efficient UI prototyping and utilized a diverse tech stack (including AngularJS, Node.js, Python frameworks, MySQL & AWS) to deliver scalable web solutions.
- Assisted creating & managing relational databases, optimizing application functionality & performance.
- Worked alongside MLEs, software engineers, UX designers, product managers & stakeholders to release early & often.

SKILLS

Engineering: HTML5, CSS3, Sass, JavaScript (ES2015+), React, Node, WordPress, SQL; Sublime Text, VS Code, Chrome DevTools, CLI, NPM, Git/GitHub, Netlify

Design: interaction & visual design, wireframing, prototyping, information architecture, design thinking, responsive design; Figma, FigJam, Miro

Research: usability testing, contextual inquiry, interviews, surveys, card sorting & tree testing, A/B testing, web analytics; Google Analytics, Optimal Workshop, UXtweak

Project management: Agile methodology; Notion, JIRA, Google Workspace, Zoom, Slack, Teams

Generative AI: code debugging, design ideation, research analysis, copywriting; ChatGPT, DALL-E, Gemini

EDUCATION

UX Master Certificate

Nielsen Norman Group

April 2022

Interaction Design & UX Research Specialties

Master of Professional Studies in UX Design

Maryland Institute College of Art

December 2020

4.0/4.0 GPA; winner of UX Design Thesis Award

Web Development Immersive

General Assembly

June 2015

Bachelor of Arts in Music

Western Washington University

March 2014