Erik Zimmerman

UX/UI Designer

Detail-oriented designer wearing multiple hats, with two years of experience elevating startup products. Seeking a junior-level position to apply expertise in beautiful and intuitive user-centered design, while upskilling in a team-driven environment.

EXPERIENCE

Apr 2023 - Present, Contract

Lead UX/UI Designer | HealingHand Tech | Dublin, Ireland (Remote)

- Achieved a 20% boost in therapist productivity and improved safety assurance by 83% with specialized tools for remote therapeutic monitoring and patient management.
- Directed the end-to-end design process, delineating portal architecture, key flows, and user permissions to foster team collaboration and task delegation.
- Aligned UX strategy with business goals by collaborating with stakeholders to define user requirements and design objectives.
- Oversaw user research activities, encompassing planning, recruitment, interviews, and testing, to comprehensively understand the treatment process and user needs.
- Coordinated with game and mobile app UX teams to implement Google's M3 design system across the product ecosystem, decreasing development time by 60%.

May 2023 - Nov 2023, Contract

UX/UI Designer | Dottwav | Los Angeles, CA (Remote)

- Enabled a 28% expansion of independent musician presence on the platform by optimizing the publishing process, reducing album upload time by 50%.
- Influenced 136% uptick in downloads on The App Store with the launch of revamped UI design.
- Worked with stakeholders to expand the user experience of a B2C streaming platform in accordance with the product vision.
- Built and managed an atomic design system for scalability and brand consistency throughout the mobile app and artist portal.
- Coordinated with developers to optimize the design system and ensure accurate design implementation across devices.

PROJECTS

Nov 2022 - Feb 2023

UX Designer | Little Rock Animal Village | Little Rock, AR

• Introduced an enhanced form structure that increases online adoption request rates by reducing task duration by 35%.

EDUCATION

Apr 2022 - Feb 2023 | Little Rock, AR

Google UX Design, Professional Certificate

Sep 2015 - Jun 2018 | Atlanta, GA

Savannah College of Art and Design, BFA in Animation

SKILLS

Design | Mobile App, Responsive Design, Visual Design, Mockups, Information Architecture, Product Design, Typography, Color Theory

Research | Recruitment, Journey Maps, Wireframes, Prototypes, Usability Tests, User Research, User Flows

Tools | Figma, Adobe Creative Suite, XD, Photoshop, Illustrator, After Effects, OpenAI, Autodesk Maya