Benton Humphreys

Product + UX Designer

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EDUCATION

M.S. Human-Computer Interaction, 2021
Georgia Institute of Technology

B.S. Industrial Design, 2019
Auburn University

EXPERIENCE

Johnson & Johnson — UX Designer, Intern
May 2020 - Present | Remote
May - August 2018 | Cincinnati, OH

Currently, I am defining product direction and identifying features for a remote rehabilitation mobile application designed to facilitate patient compliance following emergency surgery. I develop the style guide and have evolved the user flow and interaction design based on usability testing, all while considering how the product fits into a broader ecosystem, consisting of hardware and portal components.

Previously, I lead UX design efforts for a ground-up digital robotics surgery concept. I defined the user experience, considering the environment and context, to arrive at a comprehensive digital solution, and regularly communicated design intent to various engineers and business stakeholders.

Project Aether — Lead UX Designer
August 2020 - Present

Lead UX designer for Project Aether, a digital platform that aims to improve brain tumor patient comprehension of their treatment options during period following initial diagnosis. Currently developing user needs and product requirements through evidence-based research methods.

SimTigrate Design Lab — UX Researcher, GRA
May 2020 - May 2020

Regularly devised and conducted interviews and co-design sessions to understand healthcare professional user needs related to safety and workflow during care for highly infectious patients.

THRIVE — UX Designer
August 2019 - May 2019

Rapidly developed UI design iterations and modular information display components to arrive at a comprehensive digital product concept for Fortune 500 robotic surgical equipment company.

GE Appliances — Industrial Designer, intern
May 2017 - May 2018

Collaborated with cross-functional business, engineering, and human factors teams to arrive at UI and hardware designs for next generation consumer appliances.

SKILLS

I have experience working in both **Agile** and **Lean UX** teams and collaborating in systems like Abstract and Jira. I focus on UX Design, but recognize the value of being competent with UX Research methods.

Design	Research
Adobe XD	Contextual Inquiry
Axure	Interviews + Focus Groups
Sketch + Invision	Surveys
Adobe Creative Suite	Usability Testing
CAD Modeling	Google Analytics

RECOGNITION, PUBLICATIONS, AND SUCH

Design Strategies for Next Generation Biocontainment Units: Creating Safer Spaces
Healthcare Design Magazine, 2020

DUIT: An Overdue Innovation on a Construction Essential
Core77, 2017

Designing Green Award
Auburn University, 2017