

# JONATHAN HILTON EVANS

UX Design & Research

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My passion is to create **exceptional human experiences** for the users of technology.

## SKILLS

Analytics  
Experience Maps  
Field Research  
Heuristic Reviews  
Ideation  
Information Architecture  
Personas  
Prototyping  
Stakeholder Interviews  
Strategy  
Surveys  
Team Building  
User Research  
User-Centered Design  
UX & Interaction Design  
Wireframes  
Workshops  
Writing

## TOOLS

Audacity  
AudioNote  
Axure  
Figma  
G Suite  
Illustrator  
InVision  
Keynote  
Office365  
Omnigraffle  
Photoshop  
PowerPoint  
Premiere  
Sketch  
Slack  
Zoom

## EXPERIENCE

Principal Interaction Designer, 2012 - 2019

### **Blink UX**

Led design and research of exceptional user experiences in highly complex domains. Industries included healthcare, gaming, energy and finance.

- Provided thought-leadership on interaction design and research initiatives, specializing in workshops, research studies involving children, complex systems and user-centered design projects.
- Directed in client projects to surpass expectations while meeting engagements' financial requirements.
- Collaborated with clients from large enterprise organizations to startups including Amazon, FredHutch, GE, Google, LaurelRoad Moen, NASA and Pokemon to create engaging user experiences.
- Supervised and managed team in evaluation and implementation of internal design operations systems.
- Restructured internal design teams to create cohesion and collaboration among multiple location workspaces.

Senior Information Architect, 2008 - 2011

### **Classmates.com**

Guided and supervised user experience group, creating standards and consistency for major social media site.

- Produced comprehensive documentation to communicate desired goals across the corporation.
- Participated in agile software development environment in the creation of functional prototypes and implementation of products to achieve an efficient development cycle.

Format Quality Assurance, 2002 - 2004

### **Sony Computer Entertainment**

- Ensured hardware and driver updates for the Playstation 2 game.
- Advanced employee effectiveness through DVD creation training.

## TALKS

Seattle Interactive Conference,  
2018  
"The UX of Showering with Alexa"

Ignite Seattle, 2011  
"Infants: The terrifying danger of  
a UX edgcase"

## PUBLICATIONS

UX Matters, 2016  
"Discovering Efficiencies in the  
Processing of Government Forms"

UX Matters, 2015  
"How to Balance Design  
Guidelines for Children"

## SILLINESS

Blink Mascot, 2012 - 2019

## EXPERIENCE CONTINUED

Freelancer, 2000 - 2004  
**jonathan-evans.com**

- Implemented start-up companies' web presence, establishing position in the marketplace, and securing financing.
- Re-launched Congressional website to federal accessibility standards.
- Coordinated different marketing and technical groups with clients including Autodesk, establishing effective communication.

Senior Consultant, 1999 - 2000  
**Booz • Allen & Hamilton**

- Specialized in web design, production, and multimedia projects.
- Established new London office for web division, creating substantial new revenue by garnering major new projects.

Web Designer and Producer, 1997 - 1999  
**CBS Worldwide Inc.**

- Responsible for design and maintenance of CBS.com Entertainment homepage, and Primetime pages.
- Launched multiple affiliate-based websites for CBS.com's Communications, News, and Marketing departments, bringing together established local markets with national resources.

## EDUCATION

M.S. Systems & Information Engineering, January 2008  
**University of Virginia**

- Thesis Project: "Design Interventions to Support Error Correction in a Reading Aloud System"

B.A. Psychology, May 1996  
**Swarthmore College**