

Bernadette Bohan

415-637-6870 • San Francisco, CA

bernadetteabohan@gmail.com • www.linkedin.com/in/bernadette-bohan/

UX Researcher who:

- Drives product improvements based on research findings in close collaboration with UX designers, engineers, and product managers
- Works cross-functionally with design, product management, content strategy, engineering and marketing
- Works closely with product teams to identify research topics that will drive short- and long-term product development
- Develops and maintains expertise in leading accessibility research (both academic and market insights)
- Continually strives to improve accessibility UX research and design process to deliver better output
- Partners with engineers, analysts, and other technical roles to create and share research

Skills

- | | | | | |
|----------------|--------------|---------------------|---------------|------------------------|
| • Surveys | • Interviews | • Focus Groups | • A/B Testing | • Ethnographic Testing |
| • Card Sorting | • Analytics | • Data Set Analysis | • Reporting | • Presentations |
| • Balsamiq | • Flinto | • Keynote | • Proto.io | • Heuristics |
| • User flows | • Personas | • Basecamp | • Bugzilla | • Jira |

Experience

Rejuice, San Francisco, CA

Lead UX Researcher

2018

- Conducting user research using a wide variety of qualitative and quantitative research methods, in-person and remote for the purposes of proof-of-concept funding and stakeholder
- Conducting user testing of design concepts and prototypes
- Recruiting and screening participants, scheduling sessions, and assisting with other research planning and preparations
- Providing design direction to the UX team via mid-to-high fidelity concepts and prototypes based on user research feedback
- Collaborating with stakeholders including UX team members and Product Managers to identify and prioritize research opportunities in a fast-paced, rapidly changing environment

Contentix, San Francisco, CA

UX Researcher/Project manager

2017

- Maintained a database for securities company of strong user research participants, as well as a central UX resource that gives team members visibility into research process and findings
- Designed and worked with internal analytics partners to track the performance of the team's solutions and use that data to inform the next iteration
- Drove product improvements based on research findings in close collaboration with UX designers, engineers, and product managers

Tree Fort, Menlo Park, CA

Lead UX/Interaction Designer

2016

- Produced wireframes and prototypes that contributed to user-centered design efforts for dozens of mobile app screens and web pages

- Developed product design, architecture and provided user-testing and synthesized use case data for product development of real-time meet-up apps
- Collaborated with developer teams and managed a wide variety of cross-media projects involving branding, illustrations and UI design

Personal Neuro, San Francisco, CA

2015

UX/Interaction Designer

- Consulted on product design and user interface of innovative bio health mobile app and wearable technology device
- Identified and incorporated consumer needs into user-centered designs within a highly specified population of users with medical needs such as Alzheimer’s disease, seizures and various brain disfunctionalities

Style Lend, San Francisco, CA

2014

UX Designer Consultant

- Worked directly with CEO, Operations Manager, Graphic/UI Designer to deliver competitive analysis of current fashion lending market including direct and non-direct competitors, work with designer to deliver the most updated mobile project to developers and oversee the production of the mobile app.

Stylematic, San Jose, CA

2013

UX Design Lead/Creative Director

- Created innovative methodologies to assess human behavior and social interactions for design improvements for fashion app
- Distilled findings for stakeholders and provided concise research reports and presentations for funding and launch events with over 500 VIPs in attendance

Inventions:

bernadettebohan.design

eCuff Wearable Technology™

Developed professional information sharing tool for large-scale tech and business conferences

<https://vimeo.com/98112754>

The Bolt Wearable Technology™

Innovative social technology that lets others know your location, mood, interests and more

<https://vimeo.com/98112753>

Volunteer Experience:

The Box Factory

- Founder and visionary of innovative art space fostering the intersection of art and design

2018

Comfort & Joy 501 (c)3

- Art Co-Chair Lead organizing funding for artists, events and large-scale projects

2018

National Organization for Women 501 (c)3

- Board Member and National NOW Awarded Artist, San Francisco

2006

Education

User Experience

Tech SF

San Francisco, CA

UX Design

General Assembly,

San Francisco, CA

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www.bernadettebohan.design

