



# Zach Temkin, Designer:

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http://zachtemkin.us

## BRIEF

### Who I am:

I'm a designer passionate about leveraging technology to create tools that empower people in both big and small ways. I stress the details in pursuit of the bigger picture.

### Education:

Rensselaer Polytechnic Institute  
Bachelor of Science in Product Design and Communications Design  
2011-2015

## SKILLS

### Interaction Design

Translating user needs into logical flows that facilitate effective, empathetic experiences. Understanding and synthesizing complex systems.

### Workshop Facilitation

Leading workshops of interdisciplinary teams intended to align teams around user outcomes.

### Prototyping

Origami Studio, Framer, html/css/js

### Front-end Development

html, css & Preprocessors. Java Script & frameworks. Some experience with React.

## EXPERIENCE

### IBM Design – Internet of Things

UX Designer • September 2015–Present

I design clear and delightful experiences that address complex user needs. Responsible for creating, testing and iterating on user flows and interactions.

I communicate design intent through artifacts that range from sketches to code.

I communicate with engineering and offering management to ensure alignment with user needs.

### Troy Web Consulting

Designer • December 2013–2015

From my Junior to Senior year I worked on the design and development of web and mobile products. I've worked with clients to research and design new products and redesign existing ones.

I honed a process consisting of exploratory, generative and iterative phases and employ a variety of research methods to test and validate design decisions.

### New York State Dept of Health

Design Consultant • Summer 2013

I researched and redesigned the intra-net site for the Office of Quality and Patient Safety.

I worked with various stakeholders throughout the department to discover user needs and validate my design decisions.

## RECENT PROJECTS

### Marquee

iOS app • Hack@Brown

An award winning iOS app built at Hack@Brown, earning “Best User Experience”. I designed a number of major features, sketching, creating mock-ups, and prototyping interactions.