

Ray Sensenbach

Product Designer

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An experienced Product Designer with a passion for user-centered processes and crafting design systems. I am an avid learner who continuously grows through taking action and learning by doing.

OBJECTIVE

Contribute to and learn from a talented team, solving real and complex problems with design solutions.

SKILLS

- Interactive prototyping
- Agile user experience design
- Responsive web design
- Style guides
- Mobile-first design
- Competitive analysis
- Usability testing
- Iterative design sprints
- Front-end development

TOOLKIT

- Sketch
- Adobe Creative Suite
- Axure RP
- HTML / CSS / Sass
- InVision
- Pivotal Tracker / Basecamp / Trello
- Github

PERSONAL SKILLS

- Empathy
- Communication
- Writing
- Design Critique
- Growth
- Self Starter

Work hard & be nice to people.

WORK EXPERIENCE

Inductive Automation | Product Designer

April 2016 – Present

Currently, I'm leading the design of a human machine interface (HMI) software platform, Ignition. HMIs automate factories and other machinery, allowing worldwide companies to optimize their production processes. The software product spans from a web application to desktop clients and I'm working on creating a new mobile design tool to enable users.

Creativedash, UI8.net | Project Manager

August 2015 – January 2016

At Creativedash, I contributed as the design and development team's Project Manager. I was the communication link and guiding design voice between our team and many remote and bay area clients. Each day I sought out new methods to improve communication and increase transparency within the company, while bringing diverse projects to success.

Schools Financial Credit Union | Product Designer

May 2015 – August 2015

- Led internal product design efforts to reposition the Credit Union in a mobile era
- Developed front-end style guides and reusable component libraries
- Established best practices and the importance of design within the Credit Union

Hewlett Packard | Senior User Interface Designer

November 2011 – April 2015

- Actively supported two agile software development teams with UI and UX design
- Led mobile device testing and responsive design strategy for the software teams
- Regularly wrote and conducted agile user testing sessions to validate designs
- Pair programming with development team to implement front-end style guides
- Taught technical skills to fellow designers through training sessions - subjects included:
 - CSS & Sass for Designers, Responsive Web Design, Mobile Device Testing, Bootstrap Best Practices, Multi-Device Web Design

Self-Employed | Freelance Designer

2013 – Present

With services ranging from product design strategy to front-end development and user feedback sessions, I've worked with many software, ecommerce and other startup companies remotely over the years. I find freelance is a great way to continuously learn new skills and grow as a designer.

EDUCATION

Bachelor's Degree of Art with emphasis on Design

San Diego State University, 2010