

Douglas G Stuart

Product strategy & design

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2012–now

Experience design principal – Texas; Lead product & design consultant

ThoughtWorks

Consultant, team lead, and designer advocating for customers with a focus on lean/agile methodologies. Responsibilities include helping define strategy through design thinking processes, formation of teams around initiatives, and assistance via research & interaction design.

Projects range from several large-scale enterprise services for industries – including financial services, education, retail, HR mgmt, and insurance – to small non-profit orgs focused on improving local communities using internal UX methodologies and documentation.

2007–2012

Director of information design

Shiple & Associates

Creative lead, oversaw IA and UX design of all projects. Led research, ideation, and execution of teams in the development of creative and strategic solutions to complicated communications problems.

Work included creation of various web apps used by law firms in support of class-action suits as main source of communication with public. Worked in leadership role on projects ranging from two to nine months in duration.

2010

Masters of Science, Information Studies

University of Texas, Austin

Skills/interests

Design research & synthesis

User-centered design process, focusing on contextual user research for insights and innovation. Experience in contextual inquiry, observation, and other ethnographic methods of understanding the culture in which created systems are experienced. Heuristic evaluation and other testing models are used to ensure usability. Able to synthesize and translate research into functional design strategies through the use of personas, scenarios, task flow creation and analysis, visual flow diagrams, reframing, semantic and temporal zooms, and other methods of synthesis.

UX design & information architecture

Able to quickly map user research findings to interface design through rapid prototyping, user feedback, and iteration. Agile UX methodologies include object-oriented UX and atomic design. Experience with various prototyping tools including Sketch, InDesign, Flinto, and Proto.io.