



# Resume

## James Taylor Stables

Currently UX Product Designer at Moovel North America

Previously Lead UX Designer at The Walt Disney Studios

- Australian & UK Passport holder
- Currently residing in Portland, Oregon, USA

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## Experience

### **UX Product Designer at Moovel North America**

*December 2016 - Present (1yr)*

- Lead UX Designer on a major mobile product while Mentoring a Junior UX Designer
- Championed extensive research & analysis
- Gathered use cases & requirements from Product Managers & Owners
- Organized & held Usability Studies, Workshops, Interviews and Internal company design reviews
- Held a weekly design team workshop where new ideas & strategies could be reviewed and critiqued
- Interviewed & gathered information from internal company stakeholders to aid with strategy & planning

### **Lead UX / UI Designer, Digital Karma**

*June 2015 - December 2016 (1yr 6m)*

- Lead UX Designer & Lead UI Designer on various mobile & web projects
- Attended and held client meetings, workshops & presentations
- Conducted Usability Studies & Interviews
- Mentored for contracted junior UX Designers
- Guided the client to define their business goals & value statement
- Worked in an Agile environment conducting morning stand-ups, sprint planning & backlog grooming

### **Assistant Instructor, General Assembly (UX Design Immersive)**

*December 2014 - June 2015 (7 months)*

- Instructor's Assistant teaching UX Design to groups of 25 students every 10 weeks
- Supported the students with expert advice, direct student coaching and creative inspiration
- Created and conducted workshops that taught specific UX Design skills such as Wireframing in Sketch & Omnigraffle, Prototyping in Axure/InVision, & Coding in HTML/CSS/jQuery
- Participated in 7 hour UX Bootcamp Workshops as an Instructor's Assistant to Product Owners and Entrepreneurs

## Lead UX Designer, The Walt Disney Studios

December 2014 - June 2015 (7 months)

- Lead UX Designer on high profile internal tablet & web projects
- Evangelized UXD to stakeholders & owners at project kick-off meetings
- Attended & held Agile Sprint Planning, Backlog Grooming and Iterative Design
- Provided solutions to business challenges using wireframes, prototypes & statistical user research

## Education

### General Assembly, USA

2014

User Experience Design - 10 week immersive

### British Columbia Institute of Technology / BCIT

2013

Associate Certificate of Graphic Design - Graphic Design

### Edith Cowan University, Australia

1999 - 2001

Bachelor of Science Degree - Multimedia (Coding, UI Design, Animation, Content Writing)

## Skills & Expertise

### TOOLS

Sketch

Invision

Axure RP

Adobe CC

Lucid Chart/OmniGraffle

### UX PROCESS

User Research

User Interviewing

User Testing

Ideation/Group Ideation

Cross functional team collaboration

### UI DESIGN & CODING

Mobile/Product Design

Responsive Web Design

HTML

CSS

jQuery

## Publications

### Why Should We Gamify Transit?

*Discussing the future of urban mobility and smart cities*

### Rethinking the definition of 'Storytelling'

*Are we really Story Telling or Story Creating?*

### Hey, I wonder what UX Designers in Europe are doing right now?

*So I went over there to find out*