

# Tom Garncarz

## User Experience Designer

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### Skills

UX Design

Visual Design

Interaction Design

Wireframes

Prototyping

Service Design

Journey Mapping

Info Architecture (IA)

User Research

User Interviews

Survey Design

Usability Testing

Contextual Inquiry

Concept Validation

Design Thinking

Software

Sketch

Adobe Photoshop

Adobe Illustrator

Principle

Invision

Figma

Axure 9

### Experience

athenahealth (June 2018 - present)

*Senior UX Designer, athenaClinicals EHR*

- Designed features and workflows for physician users as embedded design lead on Agile team
- Conducted discovery research and user testing to validate designs and plan future design direction
- Led large-scale redesign of how physicians view patient's record

Capital One Financial (July 2017 - June 2018)

*UX Designer, CreditWise*

- Created mobile screen designs for 20 million-user credit monitoring app
- Planned and conducted large-scale user persona project
- Synthesized research findings into long-term design direction

UC San Diego (June 2016 - August 2016)

*Research Intern, UC San Diego Design Lab*

- Collaborated with team to design service to help e-learning students more easily find freelance work
- Conducted user research via crowdsourcing platforms

Carnegie Mellon University (January 2016 - May 2016)

*UX Designer*

- Designed gameplay and narrative systems for a university-commissioned educational game

### Education

Carnegie Mellon University (August 2013 - May 2017)

Dual B.S. in Human-Computer Interaction and Cognitive Science

Minor in Game Design

GPA: 3.5/4.0