



STEVE KEARSLEY

USER EXPERIENCE DESIGN

Professional Summary

Passion, persistence and design iteration are the creative forces that drive my work - designing user experiences that feel focused, effortless, self-explanatory and simple. My UX/UI visual design skills span enterprise web and mobile business intelligence applications and visualizations for data analytics. Design Specialties: I have a Masters degree in Multimedia from California State University East Bay.

Experience

Broadbean Technology, a CareerBuilder company, Irvine, CA 2013 – Present

Director of Design and User Experience

Responsible for delivering creative, high-quality user experiences for Broadbean and CareerBuilder brands.

- Proven ability and passion for translating conceptual ideas into high quality deliverables, such as the Big Data Analytics platform for global HR recruiting and hiring. Broadbean's analytics give insight into successful sourcing channels and provide metrics that optimize the recruitment process and increase effectiveness.
- Responsible for design of user experience strategies for Broadbean's easy-to-use candidate sourcing CRM platform, creating a comprehensive application for organizations to reach high quality candidates. Design and user experience is a key driver in Broadbean's success — CareerBuilder acquired Broadbean in April 2014 to bring innovative recruitment technologies to global markets.

Composite Apps, Irvine, CA 2011 – 2013

Director of User Experience

UX/UI design of visual solutions for enterprise business intelligence applications to improve business performance, increases revenue and enhance operational efficiencies for customer relationship management and IT resource planning tools.

- Established user experience and design best practices for development of web and mobile applications.
- Responsible for delivering elegant and easy to use business intelligence and data rich applications.

Raytheon, El Segundo, CA 2006 – 2011

Senior User Interface Designer

UX/UI design for data analytics, intelligence, surveillance, and reconnaissance applications and DoD resource planning tools.

- Collaborated with business and engineering teams to develop innovative visual design solutions for supplier intelligence, business process, logistics and employee learning tools within Raytheon's IT infrastructure.
- Developed concept art and design wireframes for interactive 3D product demos that resulted in "significantly improved" new business development and contract signings for the business development capture group.
- Developed user experience for Raytheon engineering internal research and development projects (IRADS), and co-invented "one-touch tasking and visualization" engineering patent for Multifactor Intelligence Engine.

Exploratorium Science Museum, San Francisco, CA 2001–2005

Senior Graphic/UI Developer

Collaborated with artists, editors, scientists and engineers at the museum to develop interactive science exhibits, informational displays, marketing materials and digital illustrations.

- UI design lead for research and development of the museum's Mobile Guidebook Project.
- Collaborated with editors and engineers to produce interactive exhibits for the Exploratorium website.

San Francisco Chronicle, San Francisco, CA 1991 – 2000

Senior Graphic Designer/Illustrator

- Collaborated with editors and reporters to produce editorial informational graphics and illustrations.

The Oakland Tribune, Oakland, CA 1988 – 1991
Graphic Designer/Illustrator
• Produced informational graphics and illustrations

Education

Raytheon Corporate Innovation Workshop, Orlando FL 2010 - 2011
Innovation award for visualization of iPixel hyperspectral technology

California State University East Bay, Hayward, CA 2005
Masters of Multimedia Degree
Co-developed the ConSpiritus virtual reality Motion Vest thesis project.
Won first place in 2005 CSU Graduate Research Performance Grant for VR project.
Motion Vest VR project was accepted into the 2006 MIT business engineering entrepreneurship contest

Academy of Art University, San Francisco, CA 2005 - 2006
MFA New Media faculty advisor

Phrontisterion VI, Jacksonville, OR 2005
Chris Crawford's interactive storytelling conference

Conference on Ubiquitous Computing Nottingham, England 2004
Exploratorium Electronic Guidebook Research Project

Western Washington University, Bellingham, WA 1981
Bachelor of Arts Degree
Visual Design and illustration

Awards

Presented mobility demonstration at the 2013 IEEE Consumer Communications Conference 2013
Mobility - Rethinking Productivity in the Enterprise (Composite Apps Mobile BI Platform)

Raytheon Corporate Global Communication Award 2011
Interactive communication category – Design of Defender (DoD) iPad application

Raytheon Individual Achievement Award 2011
Recognition of ongoing commitment to outstanding job performance

Raytheon (Space and Airborne Systems) Innovator Award 2011
Innovation white paper award for intelligent sensing and 3D visualization

Raytheon Corporate Global Communication Award 2010
Winner in two award categories — Visual interaction design and application design

Raytheon Team Achievement Award 2010
Recognition of ongoing commitment to outstanding job performance

I'm a curious lifetime learner, always exploring visual experiences for advanced engineering, science and technology. I like to visit museums, art galleries and appreciate good humor.

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