John Grace UX DESIGNER

EXPERIENCE

Senior User Experience Designer | Neato Robotics

Remote, July 2021 - present

Designing iOS and Android app experiences for a new line of robot vacuums. Integrating Neato's first robot vacuum accessory, a selfextracting charge base, into the existing ecosystem. Overhauling the design system for scalability, accessibility, and best practices.

User Experience Designer | Expedia

Seattle, October 2019 - July 2021

Reimagining the purchasing experiences for travel insurance. Leading the design and implementation of a micro-site for COVID-19 travel information. Creating prototypes, and north star design concepts. Contributing to the design system and designing for accessibility.

User Experience Designer | Samsung

Seattle, October 2018 - October 2019

Designed and launched Samsung's first global checkout platform. Optimized product pages and configurators. Created concepts for a checkout redesign. Reduced return rates and call volumes.

User Experience Designer | Play Pool

Seattle, May 2018 - June 2018

Created a research-backed app experience to connect billiard players. Interviewed 20+ users at three different pool halls defining three distinct user personas. Tested a high-resolution prototype to confirm successful outcomes.

Art Director | Film & Television Industry

New York City & Seattle, 2007 - 2018

Designed and managed crews building sets and props for TV shows, commercials, and films. Clients included Amazon, Coca-Cola, Heineken, Fiat, Discovery Channel, Samsung, and Comedy Central. johngrace.com (646) 284-0218 johnmullengrace@gmail.com

EDUCATION

Boston University

Bachelor of Fine Arts

TRAINING

General Assembly Seattle UX Design Immersive

HONORS & AWARDS

NY Senate Service Award

For volunteer videography on a medical mission to Haiti

Eagle Scout

Atlanta, GA

SKILLS	TOOLS
Interaction design	Figma
Visual design	Sketch
Design systems	InVision
Designing for accessibility	Zeplin
Information architecture	Adobe XD
Prototyping	Photoshop
User research	Flinto
Usability testing	ProtoPie
Project management	Principle
User-centered design	Origami
Art direction	Omnigraffle
HTML & CSS	