



## CORY HESS

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### Zenefits

Senior User Experience Designer | Jun 2015 – Feb 2017

I led design on the API platform, benefits, time and attendance, and the style guide among many other projects. I helped build the team out from 3 to 10 designers, a copy writing team, and a QA department. I mentored junior designers and helped integrate the Product department with Engineering and Marketing.

### 3D Hubs

Lead UX Designer / Front-End Developer | Jan 2014 – Mar 2015

I created the design and front end engineering departments. I was the Lead UX Designer, as well as the first front-end developer. As a designer/developer, it was my responsibility to understand customer needs, advocate for the user, design the UX and UI for the platform, and develop the front-end for all projects.

### Sony

Interaction Designer | Jul 2012 - Jul 2013

I was responsible for unifying player interactions across a range of Sony gaming systems. This included the Playstation 4 worldwide launch, the Vita handheld system, and interactive TV. I designed new systems for optimal user experience, improved existing workflows, and created a seamless experience for the gamers.

### Mindbody

UX Designer | Feb 2011 - Jul 2012

I helped establish and build the UX and user research team. I led the complete redesign of Mindbody's client facing site, the side of the software that is used by the millions of customers. I also led the design of the iPhone and Android apps, consumer shopping cart, and Facebook app.

### Blue Nile

UX Designer | Feb 2010 - Feb 2011

I led the redesign of the mobile shopping experience as well as the entire shopping cart workflow. I also created a physical process for photographing and displaying a feed of recently purchased engagement rings on the site. I helped implement user research into the design workflow.

### LEVEL

Graphic & Motion Designer | Oct 2006 - Jun 2008

I led many major website launches that coincided with international product release events. I was a part of the corporate rebranding of the worldwide media for several major companies. I also did 3D motion work on a number of widely shown product commercials. A few clients I worked for include Apple, HP, Quiksilver, Compaq, Motorola, Cisco, Oakley, and Lenovo.

## EDUCATION

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Cal Poly San Luis Obispo | 2003 - 2006

Canyon High School | 1999 - 2003

## SKILLS

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Design | Team Management, Prototyping, Wireframes, User Research, Personas

Engineering | SASS, jQuery, HTML5, PHP, CSS3, Javascript