

# Stefan Dickerson

## PERSONAL SUMMARY

My design practice uses a balance of team collaboration and focused refinement to transform requirements, stakeholder inputs and ideas into coherent, polished and feasible user experiences.

## CONTACT

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## KEY SKILLS

Domain knowledge acquisition  
Presenting and evaluating ideas  
Wireframing and prototyping  
Team facilitation  
Usability evaluation  
Research support  
Development support

## EDUCATION

**BACHELOR OF INDUSTRIAL DESIGN  
WITH DISTINCTION**  
CARLETON UNIVERSITY / 2009

## INTERESTS

Data visualization  
Coding (Processing & Arduino)  
Music composition, production and  
mastering  
Woodworking  
Managing and inspiring great teams

## WORK EXPERIENCE

### **INTERACTION DESIGNER (CONTRACT)**

SCIEMETRIC INSTRUMENTS / 2017-PRESENT

Introduced UX (user experience) research and design methods to engineering and development teams and workflows. Conducted workshops to acquire an understanding of the domain, which also enhanced understanding among department leads. Simulated a software implementation for engineering managers to demo that gained a customer in a new industry sector. Developed a UX vision for their latest software offering.

### **INTERACTION DESIGNER (CONTRACT)**

MACADAMIAN TECHNOLOGIES / 2010-2017

Forty unique client-facing software and web projects in deep domains including healthcare and telecom, bringing out the best user experiences possible under technical and other constraints.

### **PROJECT FACILITATOR, PROFESSOR, PRINCIPAL INVESTIGATOR**

ALGONQUIN COLLEGE / JAN-DEC 2016

Supervised ten concurrent student teams and managed two independent student-client projects (websites and mobile apps). Helped students navigate their first client engagement and coached them on presentation skills. As design director, provided high-level UX design and Information Architecture guidance. Conducted internal and external progress reviews. Liaised between students and clients to preserve a healthy design process. Guided team leaders on effort re-allocation and expectation-setting during shifting or conflicting client priorities. Tracked and steered project activities, budget and time.

## WORK EXAMPLES

**TASK CONFIGURATION UI  
(ONBOARDING PROJECT)**  
SCIEMETRIC INSTRUMENTS:  
A MANUFACTURING PROCESS  
MONITORING / ANALYTICS  
COMPANY

Observed a series of software orientation demos and interviewed customer-facing subject matter experts to understand business and use cases. This foundation enabled valid assessments of ergonomics and other facets of usability. Demonstrated design input as a precedent to development by articulating design decisions with interactive prototypes and fostering rapid pre-development iteration.

**LIVE PROCESS MONITOR UI**  
SCIEMETRIC INSTRUMENTS

Gathered and analyzed requirements. Analyzed structure and content of complicated process monitor configurations to inform appropriate interface designs.

User testing: advised on strategies, supervised sessions, analyzed findings and incorporated them into future design revisions.

**OTHER ONGOING ACTIVITIES**  
SCIEMETRIC INSTRUMENTS

Established new visual language and consistent vocabulary for system concepts. Story-mapped in detail, the full set of hardware setup, software configuration, and process monitor generation / refinement activities. Illustrated and documented design details for JIRA tasks to help the development team meet deadlines. Identified design challenges and iterated on solutions. Investigated and addressed issues to reduce customer reliance on support resources.

**TRANSLATING DESKTOP  
EXPERIENCE TO IPAD**  
MACADAMIAN CLIENT:  
AN ELECTRONIC HEALTH  
RECORDS SOFTWARE  
COMPANY

Designed a pattern for viewing and navigating large and diverse sets of lab results data. Established an overall gesture and transition language for the app to suggest a navigable meta-layout. Shifted tactical design activities one sprint ahead of development to optimize design-development integration.

Questioned and reimagined the traditional interaction model with electronic prescription writers. Received client buy-in after a 1-slide concept presentation. Proceeded to navigate the tricky terrain of legacy server architecture and Meaningful Use compliance in consultation with subject matter experts. Demoed, validated and refined specific design details using video simulations and prototypes. Created specs for implementation. The streamlined result became one of the product's main selling points.

## WORK EXAMPLES (CONTINUED)

### **REFRESHING KEY FEATURES FOR A MAJOR GRADUAL SOFTWARE ROLLOUT**

MACADAMIAN CLIENT:  
A MEDICAL RADIATION  
TREATMENT MACHINE TESTING  
COMPANY

Clarified opaque procedures with call-to-action affordances and progress feedback. Designed dashboard elements with understanding of typical, abnormal and attention-worthy data. Redesigned an image-based calibration tool. Proposed a normalized trend graph viewer. Accelerated the approvals process for routine tests showing good results. Prepared prototypes and concept slide decks for review by client's customers.

### **A CLOUD-BASED SELF-SERVE TELEPHONY PRODUCT FOR SMALL TO MEDIUM BUSINESS**

MACADAMIAN CLIENT:  
A TELECOM SOLUTIONS AND  
INFRASTRUCTURE COMPANY

Defined coherent mental models to support a fresh, approachable, responsive and touch-compatible front-end design. Interviewed subject matter experts to validate concepts while uncovering new technological details. Negotiated feature complexity and ease of use with product owners to optimize customer value.

Identified usability risks in the designs. Directed user testing efforts. Supported testing with prototypes and other stimulus materials. Translated test findings into design adaptations. Adapted designs to preserve the experience under technical constraints.

Observed regular product demos and provided feedback to developers. Created a standard design pattern for configuring handsets that is feature-oriented rather than key-oriented. Guided this pattern's implementation to a diverse range of different manufacturers' handsets.

## PORTFOLIO

Non-disclosure agreements preclude the publication and distribution of my work. If you are interested, please contact me to arrange a private demonstration.