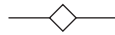


# WAYNE HOSLEY

Senior Product Designer



773 726 0731

waynehosley01@gmail.com

waynehosley.com

## EDUCATION

M.S. in Applied Human  
-Computer Interaction  
DePaul University  
2015 - 2018

B.S. in Engineering  
Psychology and Human  
Factors  
Tufts University  
2011 - 2015

## SKILLS

### // Expertise

User Research  
User Experience Design  
Interaction Design  
Human Factors

### // Methods

A/B Testing  
Card Sorting  
Competitive Analysis  
Contextual Inquiry  
Design Workshops  
Diary Studies  
Field Studies  
Focus Groups  
Heuristic Evaluations  
Journey Mapping  
Persona Development  
Prototyping  
Tree Testing  
Usability Testing  
User Interviews  
User Surveys  
Wireframing

## PROFESSIONAL OVERVIEW

Wayne has 5 years of experience in user research and user experience design for helping companies build hardware and software products that serve people's needs. He molds design decisions based on proven user-centered principles and user research methodologies to meet business goals and user needs. He is seeking a position as a Sr. Product Designer so that he can utilize his expertise to drive business goals while empowering users.

## WORK EXPERIENCE

**Career Break: Health & Wellbeing** 2023 - Present

- Managed full-time caregiving for a family member, coordinating medical care and recovery support.
- Delivered successful high-impact freelance and independent projects, maintaining professional standards and client satisfaction.
- Enhanced my expertise through targeted online learning, workshops, and industry events.
- Founded and led an online community for UI/UX professionals, offering mentorship and resources to foster industry growth.

**User Researcher II** 2022- 2023

BlackLine, Los Angeles, CA

Blackline is a global leading enterprise software provider that automates and controls financial close and accounting processes.

- Spearheaded end-to-end research studies, directly influencing product strategies and increasing user engagement by 15%
- Implemented advanced data visualization methods, expediting stakeholder decisions by 40% and boosting buy-in for user-focused designs
- Designed and executed research strategies, aligning user needs with business objectives to reduce time-to-market by 25%
- Fostered a user-focused culture through interactive workshops, resulting in a 50% increase in user-centered initiatives across departments
- Established a centralized research repository, improving cross-functional efficiency by 20% and promoting data-driven decision-making

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## // Tools

Adobe Creative Suite  
Dovetail  
Figma  
Google Analytics  
Maze  
Miro  
Optimal Workshop  
Pendo  
Qualtrics  
Sendoso  
SurveyMonkey  
Storyboard That  
Tremendous  
UXPressia  
User Interviews  
UserTesting  
Walkme

## WORK EXPERIENCE - CONTINUED

**User Experience Designer** 2019 - 2021

Wi-Tronix, Bolingbrook, IL

Wi-Tronix is a leading provider of remote monitoring, video analytics, and predictive diagnostic solutions for high-value mobile assets in the rail market.

- Implemented user-centered methods, decreasing time-to-market by 20% and raising user satisfaction from 3.5 to 4.2 out of 5
- Developed influential design resources, reducing development time by 30% through better team collaboration
- Conducted remote and in-person user tests, reducing user-reported issues by 30% within the first quarter
- Advocated for accessible design, improving platform usability by 40% and increasing the user base by 15% in underserved markets