



Rob Martin

408.421.9825 – therobmartin@gmail.com

User Experience Designer / Researcher

SUMMARY

Equal parts designer and researcher. I use human-centered design principles to create products that solve problems, and interactions that delight users. I bring a jack-of-all-trades skillset from a diverse background in technical and customer-facing roles, including: QA Engineering, Systems Administration, Technical Support, and Training.

PROFESSIONAL HISTORY

UX Designer

CA Technologies • Santa Clara, CA

Nov 2016–Present

Collaborate with Product and Dev teams to re-design CA Project Portfolio Management platform. Produce low/mid/high-fidelity designs, interactive prototypes, and detailed design specs. Conduct user research for product discovery and design validation.

Research Assistant – Human Factors

NASA Ames Research Center • Moffett Field, CA

May–Oct 2016

Web Designer – Psychology Dept.

UC Santa Cruz • Santa Cruz, CA

May 2015–Sep 2016

Designed & implemented a custom touch-screen directory using a wordpress back-end and a custom HTML/CSS front-end.

Research Assistant – Human-Computer Interaction

HCI Lab, UC Santa Cruz • Santa Cruz, CA

2015–2016

Conducted user interviews/surveys, qualitative/quantitative analysis, need finding, designed wireframes and interactive prototypes.

Web Designer

OnRamp Systems • Moffett Field, CA

Jun–Oct 2014

Director, Customer Support / Training

Xetus • Sunnyvale, CA

2007–2011

More history: [linkedin.com/in/therobmartin](https://www.linkedin.com/in/therobmartin)
portfolio: www.therobmartin.com

EDUCATION

University of California, Santa Cruz

B.S. Cognitive Science / HCI focus, Summa cum laude (3.92 gpa)

2016

Foothill College, Los Altos, CA

A.A. Graphic & Interactive Design, High Honors (3.9 gpa)

2014

Courses: Human-Computer Interaction (UX), Design Research, User Evaluation, Data Visualization, Perception, Learning & Memory

NOTEWORTHY

Senior Thesis – HCI Research in Human-Robot Interaction

Exploring the effect of metaphors in Robot-Mediated Communication (RMC/MRP)

2016

Hack UCSC (3rd Place) – 48-hour hackathon – hackucsc.com

App for making friends through shared activity • User flows, interaction design, HTML/CSS

2016

Startup Weekend, Monterey Bay (3rd Place) – startupweekend.org

App enabling a social food sharing economy • UI wireframe, branding, presentation design

2014

SKILLS

User-Centered Design

Wire-framing

Prototyping

User Testing

IDEO Methods

Web Design

Data Analysis

SOFTWARE

Sketch / Adobe CC

Axure / Balsamiq

HTML / CSS / SASS

Bootstrap / Foundation

Keynote / Powerpoint

R / SPSS Statistics

FUN FACTS

Likes Cats

Dislikes Tomatoes

Enjoys Rock Climbing

Loves Traveling

Knows Karate