derek

Derek Atkinson
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Summary

I'm an experienced UX Designer with a passion for empowering people with solutions that truly meet their needs.

Experience

Senior User Experience Designer, 3M M*Modal — Aug 2021–Present

I work closely with product and development leaders to define product vision and priorities, help to coordinate the work of a team of designers, and solve problems as a designer working on complex systems.

Fluency Align • Lead Designer, 2020–Present

Developed vision for workflows and user interface of new product used by healthcare providers on desktop and mobile platforms, using input from product owners and UX researchers. Work with a team of designers to iterate on product design in response to frequent technological advancements and shifts in user needs.

Fluency Direct Product Family • Lead Designer, 2020–Present; Designer, 2014–2020

Worked with product owners, engineers, and designers on the evolution of flagship speech recognition desktop app and creation of multiple companion apps for iOS and Android.

Translated flagship app's complex interfaces into a web app design that uses familiar web interaction patterns to enable users to control their settings on the web and mobile devices.

Fluency for Imaging Product Family • Lead Designer, 2013–2022

Led all design efforts across a product family ranging from a cutting-edge worklist web app that drives radiologist workflows to an award-winning desktop app for radiology report creation.

Aura Toolkit • Project Lead, 2014–Present

Founded a project to help engineers implement UIs quickly while maintaining cross-product consistency. Built and published CSS resources and icon library used in production by many products.

User Experience Designer, 3M M*Modal — June 2015–Aug 2021

I led and supported the design of many products through generative and evaluative research, interaction design, UI design, and building tools that aid in implementation.

Visual Designer, M*Modal — October 2013–June 2015

I ensured visual consistency of graphical user interfaces across many products; created graphical assets for desktop, web, and mobile apps; led the UI design for a family of products; and designed product logos.

Skills

Design
Interaction and UI design for web, desktop, and mobile; visual design; paper & digital prototyping; designing for voice and NLP applications

Research
Contextual inquiry, heuristic analysis, usability studies

Prototyping and web development
HTML, CSS (+Sass), and JavaScript for usability testing, demonstrating concepts to stakeholders, and helping engineers with implementation

Tools

Design
Figma, Sketch, Balsamiq, Indesign, Illustrator

Collaboration
JIRA, Confluence, Github

Code
git, hg, npm, 11ty, nunjucks

Volunteering

Mentor, IxDA Pittsburgh — Aug–Nov 2020

Mentored and taught UX research and design methods to a designer who was transitioning from graphic design to a career in user experience design.

Pro Bono Consultant, Inventrify — July 2020

Provided in-depth analysis of the user experience of a fundraising website targeted at BIPOC community organizers and small business owners.

Education

B.S., Graphic Design, The Art Institute of Pittsburgh — Sept 2013