

Dave Luetger • User Experience Designer

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WORK **NASA Ames**

User Experience Designer • June 2015-Present

At NASA I primarily work on mission safety software that supports the ISS and human space flight. I do user research, facilitate usability testing, create wireframes, mockups, prototypes and write design specifications. I also manage projects, set design and development milestones, and administer systems.

Underwriters Laboratories

User Experience Designer • May 2014-May 2015

At UL I worked on internal and client facing safety certification software. I did user research and usability testing, reported recommendations, and created wireframes and prototypes. I helped grow a new user experience and design practice by leading workshops and introducing new research methods.

Fino Consulting

User Experience Designer • August 2013-May 2014

At Fino my primary project was an energy pricing tablet application. I introduced user research and regular client feedback sessions, made usability recommendations, and created wireframes and mockups. I also championed user-centered design methods at the small, developer driven consultancy.

EDUCATION **Carnegie Mellon University**

Master of Human-Computer Interaction • August 2013

University of Illinois at Urbana-Champaign

Bachelor of Arts in Sociology • May 2012

Minors in Informatics & Business

Graduated with Highest Distinction

SKILLS **Methods**

Accessibility evaluation, card sorting, competitive analysis, contextual inquiry, heuristic evaluation, persona creation, sketching, storyboarding, task analysis, usability testing, wireframing

Software

Adobe Suite, Balsamiq, HTML/CSS, InVision, Marvel, OmniGraffle, Sketch