

I enjoy leveraging my diverse skill set in user experience design, product management, visual design, and research to help the right team create profitable products and awesome experiences for the end user.

portfolio: www.jneria.com

B.A. Chemistry @ Reed College, Portland, OR 1996-2001



Jeff Neria
Austin, TX
jneria@gmail.com
575.291.4071

Core Experience

Senior Experience Designer OnPrem Solution Partners - CONSULTING ENTERPRISE/CONSUMER/B2B

- Plan and executes user research.
- Collaborates with stakeholders.
- Aligns end user interests with stakeholder's success.
- Creates personas, perform task analysis, flowcharts and information architecture to help define the appropriate user experiences.
- Utilizes prototypes to articulate product designs, gain team consensus, and test product hypotheses.
- Continually helps develop and evolve OnPrem's design and development methods and client engagement model.

User Experience Designer Planview, Inc - ENTERPRISE B2B

- Worked with product management team to gather and clarify requirements for new feature requests.
- Facilitated design research through the creation of study based interactive prototypes.
- Zeroed in on key assumptions and questions regarding our software use to provide the product team with a framework for making product decisions.
- Coached the product management team in UX Research best practices.
- Articulating the difference between typical UX research and the kind of customer information our team was gathering, explaining what kind of research makes sense when, qualitative vs quantitative, behavior vs attitudinal, for the purpose of evaluative vs generative design.
- Moderated remote user acceptance sessions to validate/invalidate design decisions and uncover broad insights about our user base.

UX Designer/Product Manager Famigo - STARTUP CONSUMER/B2B

- Fostered a participatory design culture by incorporating insights and ideas from the entire company in the product design process.
- Facilitated company wide ideation sessions to set the product vision and strategy.
- Collaborated with CTO and COO on product roadmap.
- Visited with customers to develop requirements and design objectives.
- Led design team in the creation of product mockups and interactive prototypes.
- Decomposed product requirements into user stories and acceptance criteria.
- Prioritized product features and bugs in Jira.
- Guided agile development process using Kanban.
- Formed product hypotheses and tested them with in-app metrics and in-context user observation and feedback.

Career Timeline

Senior Experience Designer
OnPrem Solution Partners,
Austin, TX
August 2016-Present

User Experience Designer
Planview, Inc
Austin, TX
January 2015-March 2016

UX Designer/Product Manager
Famigo
Austin, TX
March 2014-Nov 2014

User Research Volunteer
Progress UX
Austin, TX
November 2013

Technology Consultant
Tandy Hunt PC
Roswell, NM
June 2007-January 2013

Production Designer
Roswell Printing
Roswell, NM
Mar. 2006-January 2007

Teacher
St. Paul's American
Kindergarten
Lungtan, Taiwan
Feb. 2005-Jan. 2006

Quality Assurance Tester
Schrödinger Software
Portland, OR
Sep. 2002-Jun. 2004

Image Lab Tech
California College Of The Arts
Oakland, CA
Mar. 2002-May 2002

...designers must still have the spark of inventiveness to imagine a new reality, and the experience and judgment to know if it's good.
from About Face—Cooper, Reimann and Cronin