

Ezekiel Bierschank

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Technical Skill

Management, User-centric design, user interface design, human factors, information architecture, 3D/2D illustrations, animation, graphic design, persona development, high fidelity mockups, experience maps, wireframes, sitemaps, rapid prototyping, research, interviews, surveys, website development, problem solving, electronic, mechanical, engineering, innovation

Software Knowledge

Adobe Photoshop / Illustrator / After Effects / InDesign / Acrobat Pro / Light-room, HTML, CSS, Fusion 360, Sketch, InVision, Axure, JustInMind, Autodesk Maya / Mental Ray / Arnold, Final Cut Pro, Microsoft Office

Organizations

PDX UX Book Club, PDX Design Research Group, PDX Accessibility & UX Group, IxDA Portland

Education



UX Certification

Nielsen Norman Group

Interaction Design

2016



Master of Fine Art

University of Texas

Art & Technology

2012



Bachelor of Science

Texas Woman's University

Biology / Graphic Design

2010

Professional Experience

Union Robotics, Portland, OR

August 2018 – Present

President / CXO

- Manage all business development, finances, usability engineering, human factors, marketing, and design.
- Designed and developed all products utilizing 3D printing, CNC machining, laser cutting, and robotics.

Tunnel Radio, Corvallis, OR

September 2017 – August 2018

Project Manager / Usability Engineer

- While managing UAS projects, I was the communication liaison between multiple teams including the engineering team, industrial design team, C-suites, flight test team, marketing, and software development team.
- In charge of product purchasing, created product development deadlines, and created and implemented product testing platform, parameters, and timeline.
- Aided large utility corporations while starting new UAS division programs.
- As usability engineer/human factors, I facilitated user testing, interviewed and job shadowed users of products, created rapid prototypes and high fidelity mockups, created style guides, and worked with software development teams, industrial design teams, and stakeholders.
- Generated and presented reports based on human factors research via; interviewing people in various job markets at their location and by phone, attended tradeshows, job shadowed, and conducted user tests.

M.E.P.CAD, Fresno, CA

March 2015 – August 2017

IxD / UX / UI / Visual Brand Designer

- Utilized Adobe Photoshop, Illustrator, Acrobat, After Effects, Final Cut Pro, Sketch, InVision, JustInMind, MS Office, HTML/CSS, and Autodesk Maya to create user interfaces, wireframes, journey maps, sitemaps, personas, prototypes, trade show booth, marketing material, motion graphics, training documents, and more.
- Collaborated with stakeholders and marketing team to develop CAD software features, user interfaces, product logos, tradeshow displays, videos, human factors, and marketing material.
- Developed responsive B2B and consumer company website prototype with a user-centric approach based on data collection.
- Assisted multiple cross-functional agile teams while developing CAD software.
- Presented ideas such as design thinking and user-centric techniques when developing software and marketing material.
- Created personas, sitemaps, wireframes, experience maps, rapid prototypes, information architecture, visual design, and marketing material based on collected/assessed user data for a variety of projects.
- Collected/assessed user data via surveys, interviews, user testing, and forums.
- In achieving my goal to help the stakeholders connect the brand to the customer profile, the company increased their global sales 79% from 2015 to 2017.

Freelance, Portland, OR

January 2013 – Present

Web Development / 2D & 3D Artist / Visual Brand Designer

- Freelance services: website development, 2D/3D illustrations, print layout, photography, logo design, presentations, and training documentations.
- Utilized Photoshop, Illustrator, InDesign, After Effects, Final Cut Pro, HTML/CSS, and Maya.
- Clients have included publishers, for-profit organizations, non-profit organizations, entrepreneurs, newspapers, and magazines.
- Work remotely with cross-functional teams, product managers, and stakeholders to complete various projects on time.

University of Texas at Dallas, Richardson, TX

January 2012 – December 2012

Course Instructor

- Instructed methods to create computer generated three-dimensional models using Autodesk Maya, Mental Ray and Adobe Photoshop.
- Developed course-outlines and supplemental teaching materials.
- My course-outlines and supplemental materials were well received and became integrated into the universities course curriculum.

University of North Texas, Denton TX

March 2010 – December 2012

xD / UX / UI / Visual Brand Designer / Illustrator

- Worked with cross-functional teams to produce multiple data-visualization websites.
- Developed websites, videos, presentations, and graphic design for multiple projects.
- Collected/assessed user data and human factors via surveys, interviews, and research papers.
- Introduced a user-centric design approach, researched scholarly articles, interviewed and surveyed professionals, contributed to a published article.

Recommendations

March 1, 2017

"Ezekiel has great ideas when working on projects. He is eager and helpful when co-workers need assistance in completing a task. He is also very dependable and always completes projects or task in a timely manner."

- Jennifer Stern
Training Coordinator at M.E.P.CAD
j.stern@mepcad.com

February 6, 2017

"Ezekiel Bierschank is friendly, dependable, self driven, and is constantly striving to push a project to the next level. It was a joy to work with him."

- Prashanth Madi
Sr. Software Engineer at Microsoft
firestormswillhit@gmail.com

February 4, 2017

"As Ezekiel Bierschank's friend for over five years, I have benefited from his creativity and willingness to get the work done. He is a brilliant graphic designer and his creativity goes well beyond any bounds I have ever seen. Ezekiel's willingness, creativity and desire to meet the expectations make him the ideal candidate for your company."

- Ricky Chiu
Mobile App Developer at BEC Technologies
spring47799@gmail.com

January 5, 2017

"Ezekiel has a unique combination of skills in science and graphic illustration. His ability to create scientific images and convey complex concepts in artistic form is exceptional."

- Ellie Moore
Project Manager at Fountainhead Press
emoore@fountainheadpress.com

December 28, 2016

"Ezekiel is a natural at user experience. From my observations and interactions with him while in our MFA program as well as since graduating, Zeke is constantly learning and challenging himself. He is both artist and scientist. He has curiosity and empathy that serve him well in UX. He is also very detailed-oriented in his thinking and work. I envy his skill set. Zeke is a creative thinker with the tools and skills to do amazing things. Best of all, he has integrity and kindness."

- Leslie Davis
User Experience Architect at AT&T
ldavis7518@gmail.com

Fire Design Specialties, Inc.

June 30, 2016

To Whom It May Concern:

I had the pleasure of hiring and working with Ezekiel during my time as VP of M.E.P.CAD, Inc. in Fresno, California. He was assigned various tasks that required his skills, but more importantly could adapt and learn new things so he could help in areas outside of his expertise. Some of these tasks were quite mundane, but one would never know this by seeing him work. He would happily tackle any task given to him. He has the rare quality of not just doing what he's told, but finding better ways to accomplish a task. He is always aware of the end-goal of a project and isn't afraid to let a team know that there might be a better way. His impressive skill set was a definite asset to the company and what we were trying to achieve. He has a keen eye for detail and can produce absolutely beautiful graphic work. Although we share a perfectionism streak, he possesses the discipline to know when enough is enough and doesn't fall into a rabbit hole of endless revisions as I sometimes do! He also has that air of professionalism and even temperament that really speaks to his human qualities. I found that I could set him loose on a task and could rely on him to not only do an excellent job, but he would constantly seek improvements and efficiencies in the office. I don't believe Ezekiel has an 'idle' mode – he's constantly thinking of how to improve everything or help someone else achieve a goal. I'm also a stickler for not 'watching the clock'. I quickly saw that I would have no issues with him in this regard. He truly loves what he does.

I would hire him again in an instant. Any company would be lucky to have Ezekiel on their team.

Best regards,

Paul Basherian, President
Fire Design Specialties, Inc.
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COLLEGE OF ARTS AND SCIENCES
Department of Biological Sciences

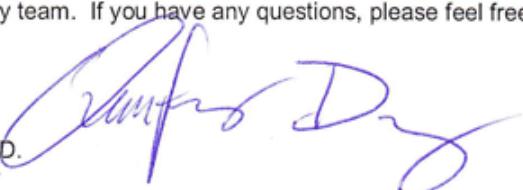
May 31, 2011

To Whom It May Concern:

It is my great pleasure to write this recommendation letter for Mr. Ezekiel Bierschank. I met Ezekiel in March 2010 when I gave a seminar at the Texas Women's University (Ezekiel was still an undergraduate student at that time). After my seminar, Ezekiel approached me and expressed his strong interest in working on my projects as a volunteer. Frankly, I had had many students who wanted to volunteer in my lab, but typically most of them would disappear once they realized how difficult research could be. However, Ezekiel was certainly different as he quickly proved to me by working on one of my NIH-funded projects. In a very short period of time, he was able to develop a really awesome animated video tutorial, which nicely illustrates the underlying biological mechanism for sexually transmitted bacteria. I was completely blown away by his artistic talent. As a result, I offered him an hourly-basis job in my lab (I don't usually do that for volunteers, unless they are truly exceptional). Ezekiel has always demonstrated confidence and professionalism in his work. He always was prompt to respond to emails and used excellent communication skills. Another great quality that Ezekiel has is that he is very self-directed and strives to go beyond expectation. One of the projects that he has worked on requires him to learn advanced biological concepts and apply his talents in animation and graphic design to develop a web-based bioinformatics software for analyzing genomic synteny. Again, he was able to complete the project beyond my expectation. His hard work and determination has earned him a co-authorship on a manuscript that describes the software and is currently under review for publication. I'd like to point out that he has exemplified his talents several times during the research project by independently researching artifacts for the publication, cohesively working with script writers, designing beautiful websites diagrams, and creating very descriptive and elaborate animations. His dedication to our projects was shown by his willingness to work weekends at nights to meet deadlines and various demands of the project and by his willingness to contribute ideas to improve the project.

With his talent and dedication to work, I think he will do extremely well in your work. Ezekiel is also a very nice person, everybody in my lab likes him very much. I believe that he would be a great addition to any team. If you have any questions, please feel free to contact me.

Best regards,


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