

KOLE HAINZ

PRODUCT DESIGNER + USER EXPERIENCE INSTRUCTOR

EXPERIENCE

PRODUCT DESIGN MANAGER, INFOR 2016 - 2017

Directly supervised a team of six UX designers tasked with bringing a mobile-first, human-centric approach to the world's third largest enterprise software company

Lead product experience for Infor's in-store retail applications and ecommerce and public sector engagement platforms

Served as primary UX representative and point of contact for major Infor customers including Nordstrom, DSW and Golfsmith/Dick's Sporting Goods

Worked with counterpart functional leaders in product management and development to plan, prioritize and steer product roadmaps, APIs and market strategy

Fully aligned UX as an equal discipline of larger, cross-functional software development team within a Scaled Agile Framework (SAFe)

Modernized team's design tools, structure, roles and responsibilities and research methods

Developed an OKR (objective and key results) initiative to foster team member growth, goal-setting and transparent, consistent performance evaluations

Implemented a dual-track methodology following a two-month Agile Release Train

SENIOR INTERACTION DESIGNER, DEVBRIDGE 2014 - 2015

Served as lead UX designer for key clients including Grainger, McDonald's and Mercantil

Worked with product managers to gather requirements and define product strategy

Created user flows, wireframes, Axure and InVision prototypes for web and mobile apps

Defined scope, methods and success metrics for all user testing initiatives

Organized multiple UX events and served as an advocate for Devbridge in the community

Implemented and organized internal education initiatives—regular design team workshops and company-wide lunch and learn session

UX INSTRUCTOR, GENERAL ASSEMBLY 2014 - present

Instruct adult students looking to change careers or improve their knowledge of user experience and digital product design

Teach workshops and part-time courses on user experience fundamentals, user research, usability principles, design methods and design software

PORTFOLIO

<http://www.kolsvein.com>

COMPETENCIES

Software Development Methodologies

Lean, Dual-Track Scrum, Agile, Scaled Agile Framework

UX Methods & Approaches

Object-Oriented UX, Story Mapping, Value Proposition Design, Guerrilla Research, Participatory Design, Rapid Prototyping, Scenario-Based Design

Software & Development

Sketch, Adobe Creative Suite, UXPin, InVision, Axure, Front-end Web Stack, API Spec Planning + Reading

REFERENCES

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