

Frances Biedenharn

UX/UI Designer / Brooklyn NYC



About

UX/UI designer

Human-centered designer with an strategic and thoughtful approach to the design process.

Advocate for user-centric empathy, authentic collaboration, and never losing sight of the big picture.

Contact

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Connect with me

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Interests



Doodling



Sci-fi



Gaming



Jujitsu

Employment

Jan 2019 - Present

UX/UI Designer at Touchlab

Built a new onboarding experience and soft-land for the companion app to a connected, bluetooth bracelet. Collaborated closely with React Native engineer. Illustrated and gamified scenarios that built contextual understanding of the bracelet and app's features while increasing. critical permission allowances.

Mar 2018 - Jan 2019

UX Researcher at Touchlab - Freelance

Researched Non Destructive Testing (NDT) Industry and presented in-depth findings. Created a research plan and interview script to empathize with on-site technicians and compare their experiences with the assumptions of the stakeholder team.

UX/UI Designer at Wearworks - Freelance

Annotated wireframes to inform the development team of the reality of a black screen, VoiceOver user experience and iterated as needed to create a seamless flow using only speech and the expanded BVI gesture library.

UX/UI Designer at GoBambino - Freelance

Designed and iterated viable changes to a first-time user flow that lead to a measurable, significant increase in task completion rates and decrease in time spent to complete key tasks.

Jun 2015 - Jun 2017

ERP Cloud Consultant at Oracle

Executed SaaS software implementation decisions that aligned big-picture business strategies and requirements with the real needs of the day-to-day users by coordinating across teams and businesses.

Education

Jan 2012 - May 2015

Bachelor of Business Administration (Economics and Strategy) at Washington University in St. Louis

Jan - March 2018

Graduate of User Experience Design Immersive at General Assembly NYC