

[Barry Closser]

[Contact Information]

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[Relevant Experience]

Wellmark BCBS (contract) – Experience Strategist

UX Design, UX Strategy, Facilitation, Agile-Scrum

- Facilitation of design workshops
- Collection and synthesis of data
- Socialization and education of research findings
- Advocating for the use of HCD on projects as a strategy
- Educating teams on HCD processes and impact

Nov 2019 - Current

Hy-Vee – UX Designer

UX Design, Project Management, UX Research, Facilitation, Agile-Scrum

- Facilitation of design workshops
- Lead effort to create first LGBT ERG
- Collaborated to update style guide / reusable UI components
- Lead effort to bring design thinking to the organization
- Facilitated lightning jam style feedback sessions
- Lead overhaul of informal team educational meetings

Mar 2019 - Nov 2019

Corteva (contract) – Sr. UX Designer

UX Design, UX Research, Project Management, Agile-Scrum, Facilitation

- Create mockups and wireframes for validation
- Lead educational efforts on UX and Front end development
- Lead efforts to implement Lean UX processes
- Ran usability tests and focus group sessions, including remote
- Managed backlog of UX work across 6 development teams

Mar 2018 - Mar 2019

John Deere (contract) – Product Owner / Business Analyst

Project Management, Proposal Creation, SAFe Agile, Remote Teams

- Understand and evaluate RFPs (w/ contract company)
- Create proposals for potential clients (w/ contract company)
- Collaborate with off-site teams
- Create, refine, and maintain backlog
- Work with stakeholders to define business objectives

Sept 2017 - Mar 2018

Monsanto – Developer / Product Designer

UX Design, UX Research, Usability Testing, Facilitation, Agile-Scrum, Development

- Create prototypes based on user and project requirements
- Lead update of internal design standards (Bootstrap to Material)
- Created and kept sketch library updated for internal UI Kit
- Lead effort to create geospatial UI design standards
- Lead various educational efforts around UX topics
- Summarize usability findings for mass consumption

Jan 2015 – Aug 2017

[Skills]

Data Analysis
Design Systems
Design Thinking
Facilitation
Human Centered Design

Product Management
Prototyping (Sketch, Figma, InVision)
Public Speaking
Presentation Delivery
Rapid Prototyping

Usability Testing
User Interaction Design
User Research

[Education]

Missouri University of Science and Technology

B.S. Information Science and Technology

Dec 2014