**Josh Sternberg**

Seattle, WA, USA

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I create User Experiences that are intuitive, simple, beautiful and a pleasure to use. I am interested in opportunities to collaborate and provide creative leadership.

**Work Experience**

**Amazon**

User Experience Designer 2

Seattle, WA, USA April 2014 – Present

Lead Designer for the initial launch of Vendor Express, a new online self-service tool for small to medium-sized vendors to manage selling their products to Amazon. Key team builder, growing the team from 2 to 13 Designers, Writers and Researchers.

Reimagine the way vendors do business with Amazon. Lead the coordination, design and prototyping of the UX vision for all vendor self-service tools. Present and evangelize our vision to multiple audiences across the company including design teams, Directors and VPs.

Manage user-centered design process from concept to delivery. Visit vendors on-site to observe their unique experience selling to Amazon, identify obstacles and brainstorm solutions to improve their user experience. Create workflows, sketches wireframes, and prototypes of UX designs that resolve the identified challenges. Conduct usability testing and analyze the findings to iterate and improve designs.

Generate final design deliverables for the Development team including functional prototypes, redlines, interaction guides and pattern documentation. Collaborate with the Development team to ensure that the final product is implemented according to the provided design.

Strengthen the design community and cultivate a creative culture at Amazon. Established and manage “Drawing After Dark”, a company-wide monthly drawing session sponsored by the Amazon Design Community and Amazon Expression, regularly attracting 80-120 participants.

Mentor to 2 junior employees.

**Microsoft**

User Experience Designer 2

Redmond, WA, USA Nov 2010 – April 2014

Lead the design of the over-all online support experience for Microsoft. This includes the Microsoft support homepage, Microsoft Contact us Page, and the Microsoft Knowledge base visited by an average of 85 million unique users globally per month.

Create storyboards, wireframes, functional prototypes for user testing, high fidelity comps, design specs and graphic assets. Work with Development and Test teams to ensure that the product meets the design specs.

Collaborate with Design teams across Microsoft to create a consistent online user experience across the Microsoft products and online services. Work with Product Planners, Designers, Creative Directors and Researchers to understand user perceptions of the current Microsoft online experience through discussions, focus groups and collected data.

Brainstorm ideas for an anchoring User Interface element that would be adapted across Microsoft networks. Drive towards a more personalized, consistent experience that can serve up information based on specific users as well as where they are on the network.

Provide creative direction and management for vendor and contractor designers.

**Filter Studios, On-Site at Microsoft**

User Experience Designer

Redmond, WA, USA May 2008 – Nov 2010

**MSDN and TechNet**

Inspired and executed designs for websites focused on delivering tutorials and learning resources to developers and IT professionals

Redesigned MSDN home page, delivered to 3 million viewers daily

Managed multiple stakeholder relationships with internal teams; ensured that each team’s learning website was consistent with their existing branding

Built Silverlight prototypes, animations and motion graphics including a streamlined interface for TechNet support that enabled users to scope problems, ask questions and easily view large volumes of data as categorized, filterable search results

**Educational Products Group**

Conceptualized Add-ins for Office 14, including several WPF-based applications, to enhance interactivity between teachers and students in the classroom environment

Spearheaded the establishment of a streamlined workflow between designers and developers working on Silverlight web parts for Uluru, a SharePoint-based Learning Management System

Created Silverlight prototypes and styled XAML using Blend

Interfaced with feature teams, providing recommendations to improve users’ interactions with the software

Adjusted partners’ WPF applications to be visually compatible with Microsoft Office

**Forefront Security Group**

Constructed and maintained a user experience map to visually convey the architecture of the software’s features

Brainstormed with Program Managers to identify user interactions in need of refinement; created wire frames of solutions

Developed Flash prototypes of the user interface for the purpose of collecting feedback from user tests

Originated and managed iconography

**Media Pro Inc, Onsite at Boeing**

Flash Developer / Instructional Designer

Everett, WA, USA Aug 2005 – Mar 2008

Collaborated with team of developers to create interactive e-learning modules for corporate staff training;

Analyzed and organized content to create interactive learning tools for engineers of the 787 project focusing on various aspects of the manufacturing such as the Common Change Process and the Product Lifecycle

Led group of developers in producing key components of a comprehensive Flash application

Backwards engineered Flash files in order resolve UI functionality issues and update or repair outdated courses

Produced and programmed Flash animations, graphics, layouts, and user interfaces

**Teaching Matters Inc.**

Flash Animator / Educational Consultant

New York, NY, USA Sep 2004 – Jul 2005

Key team member of the Content and Information Design group; created and programmed all aspects of Flash-based educational programs including sketches, storyboards, anima-tics, characters, backgrounds and layouts Integrated technology-based curriculum in 13 NYC Public Schools; Coordinated meetings, workshops and classroom visits with teachers and administration focusing on critical thinking and social studies

Conducted staff development workshops, focusing on technology applications for the classroom such as PowerPoint

**New York City Board of Education**

Teacher of Fine Arts and Digital Media

New York, NY, USA Sep 2001 – Aug 2005

Established innovative program to explore history and current events through digital media and fine arts

Worked with faculty and administration to realize the objectives of the social studies curriculum; directed professional development workshops for integrating digital media into the classroom in which students produced videos, PowerPoint presentations and flash animations

Responsible for the representation of all school programs and projects through digital photography and video; produced a promotional documentary used to secure arts and technology grants for the school

Taught all fine arts subjects to over 250 students and served as a curator for in-house exhibitions

Created and implemented accessible art curriculum for mentally handicapped students

**Education**

**Tufts University**

B.F.A.

MA, USA Sep 1996 – May 2000

The School of the Museum of Fine Arts, Boston - Tufts University concentrating in Painting, Drawing and Animation.

**Skills**

User centered design, Prototyping, Axure, Sketch, Web design, HTML, Final Cut Pro, Adobe Dreamweaver, Adobe Flash, Motion Design, interaction design, CSS, Drawing, Animation, video, Creative Direction, Wireframing, User Experience Design, Adobe Creative Suite, storyboarding, networking, Art, Leadership, Expression Blend, Silverlight, XAML, Workflow Design, Adobe Illustrator, Adobe Photoshop

**Awards**

**Amazon Vendor Self-Service Hackathon** 2015

1st Place and the People's Choice Award

**The Garage Startup Weekend at Microsoft** 2013

1st Place and the People's Choice Award

**Japan Web Grandprix** 2012

Award for Web Design of Support.Microsoft.com in Japan