

Joseph Edwin Henrichs

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Education:

University of Michigan

Ann Arbor, MI | May 2022

Master of Science in Information

Program: Information

Focus: User Experience Design

Certificates: Entrepreneurship, XR, & DEI

John Carroll University

Cleveland, OH | May 2016

Bachelor of Arts

Major: Communications

Focus: Integrated Marketing Communications

Minor: Entrepreneurship

Courses:

Advance Graphic Design

- Learned about different styles and schools of design.
- Created a diverse portfolio of quality graphic design works.
- Worked in a team to examine a famous graphic designer's art style, perspective, and works to create a branding campaign for a Arches national park.

Introduction to Interactive Design

- Learned about the basics of interaction design
- Studies several readings about interaction design.
- Created a project that met the needs of several users.

Complex Web Design

- Learned about accessibility in website design.
- Learned the basics of HTML, CSS, and JavaScript
- Redesigned a current website to create a better user experience.

Skills:

Methods:

Sketching
Competitive Analysis
Prototyping
Interaction Map Creation
User Testing
Wireframing
Affinity Diagraming
Heuristic Evaluation
Data Collection
Journey Map Creation

Design:

Adobe XD
Figma
InDesign Studio
Balsamiq
Sketch App
Adobe Photoshop
Adobe Illustrator
GIMP
Inkscape
Lens Studio

Programing:

Javascript
HTML
CSS
Git
PHP
C#
Python
SQL

Tools:

iOS
Ubuntu
Windows
Glitch.com
Github.com
Gitlab
Apache
Sublime Text
VS Code
XAMPP

Experience:

Tribal iii I UX/UI Design Intern

Atlanta, GA (Remote)

March 2021 – September 2021

- Analyzed and synthesized several user interviews, via affinity diagram, to discover finding common issues, trends, and findings.
- Wireframed and prototyped several iterations of a designs until a high fidelity, production ready version was achieved.
- Conducted and recorded user tests to find issues, flaws, and unaddressed wants and needs of the prototype. Then used the suggestion to iterate and perfect a more user-friendly product.

Neolth I Product Design Intern

Walnut Creek, CA (Remote)

May 2020 - August 2020

- Effectively used design thinking to redesign and innovate a current platform into a user-friendly desktop website, mobile website, and mobile application.
- Utilized user experience research tactics and tools, such as Atlas.ti, Miro, and Google Drive, to document, analyze, and synthesis raw data into an organized and well-thought-out diagrams, graphs, and charts.
- Optimized design tools, such as Adobe Illustrator and Figma, and user testing to create and refine several levels of wireframes. and prototypes until a quality product was produced.

Children's Literacy Network I Social Media Intern

Ann Arbor, MI

April 2019 – September 2019

- Upgraded sections of the client's WordPress website with HTML, CSS, and website builders
- Directed, scripted, recorded, and edited videos and audio for social media and a unique promotional video for a new program with Adobe Premiere Pro and Audacity
- Crafted the official "BookPALS" logo and video graphics for social media by utilizing Adobe Illustrator and Adobe Photoshop.

Projects:

CHI Competition I Change

Design Competition

August 2019 – January 2020

- Conducted, generated, and refined ideas with data from user interviews and expert advice
- Collaborated in a group affinity diagram, with Miro, to organize our findings and determine what our project should look like and how the app will operate
- Worked as a team to construct and refine several levels of prototypes, with Figma, to propose a competition-worthy product.

Introduction to Interactive Design I The Helping Hand

Course Project

August 2019 - December 2019

- Created sketches and several levels of prototypes via Adobe XD and Adobe Illustrator to create a representation for a proposed solution
- Interviewed several potential users and created an affinity diagram to develop a more accurate solution and to refine the final product
- Produced a high-fidelity prototype, via Adobe XD, for a presentation, user testing, further refinement, and potential future ventures.

UX MicroMasters Capstone I EZ - Receipt

Course Project

January 2019 – September 2019

- Empathized and defined multiple issues with receipts and their management
- Directed interviews, surveys, and an affinity diagram to determine and create a scope for the project and solution
- Used Adobe XD to generate and refine sketches, wireframes, and prototype design, user test, perform a heuristic evaluation, and perfect the project