

zachary j. port industrial and interaction designer

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i studied for a

Bachelor of Industrial Design, Syracuse University

2015

College of Visual and Performing Arts
Renee Crown Honors College

i learned as a

UX Designer, Center for Internet Security, East Greenbush, NY

May 2019 - present

built UX team from the ground up as the only UX designer, introducing the practice, position, and tools
designed component system to be used across products to speed development and create consistent UIs
revised copy in CIS-CAT to ensure ease of accessibility for lowest tech denominator
identified data to prioritize backlog based on users' actual preferences and available engineering resources
engaged with other departments to offer design services for other products
promoted to Senior UX Designer April 2022
onboarded junior designer May 2022

Product Owner, Center for Internet Security, East Greenbush, NY

June 2018 - May 2019

guided volunteer community in prioritizing and executing tasks to publish new governance process
recruited a team of industry experts to regulate and shepherd contributions to an open source project
created feature and functional requirements for products from existing and own research

UI/UX Designer / Product Owner, Transfinder, Inc, Schenectady, NY

2016 - 2018

lead a ground-up rebuild of one of the largest products, maintaining feature parity and making user-driven improvements including expanding from iOS only to cross platform
conducted user research on existing products to inform design requirements and goals
created mockups and prototypes of web and mobile applications using Photoshop, Illustrator, Axure, and Flinto
wrote and maintained highly detailed product specifications and documentation
managed the simultaneous Scrum development of multiple products working with teams in the US and China

Junior Industrial and Interaction Designer, ram industrial design, Syracuse, NY

2011 - 2015

designed consumer, industrial, digital, and video products for clients including Bose and Ridgid
created and maintained branding, websites, and social media accounts for spinoff startup companies

Shop Technician, DesignWorks Fabrication Shop, Syracuse, NY

2012 - 2014

educated and guided students with use of tools and creation of projects
designed, proposed, and constructed projects using laser cutter, CNC router, and 3D printer

i'm good with

Adobe Creative Suite, Figma, InVision, Flinto, Sketch, and Axure
quantitative & qualitative design research methods and rapid prototyping
generating actionable insights and design goals from research findings
producing solutions marrying high-quality visual and UX design
creating and sharing engaging, relevant stories in any medium that complements the content

i really enjoy

playing guitar
woodworking

Oxford commas
teaching skills to others