

Mark Goetz

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Summary

UX designer with extensive coding experience seeking transition into development. Combines deep technical skills with design sense to make delightful web experiences.

Skills

JavaScript	React	Github
HTML 5	jQuery	Sketch
CSS 3/Sass	C#	Photoshop

Development Experience

Lead Developer

Petal et. al game development meetup, 2014 – Present

- Lead developer for several hobby video games using JavaScript and C#
- Collaborated with designers and artists to ensure that their vision was executed.

Designer and Developer

Divisionizer (Personal project), 2011, 2016

- Created, designed, and coded web application to explore NHL divisions using HTML, CSS, JavaScript, and jQuery UI
- Currently being rewritten using HTML 5, CSS 3, Sass, React, and Grunt.

Development and Design Intern

Harvard University Initiative for Innovative Computing, 5/2008 – 8/2008

- Designed and developed interactive taxonomy viewer with Adobe Flex, resulting in an open-source library and a publication
- Created wireframes for scientific websites and participated in usability tests

Web Developer

Jupitermedia Corporation, 6/2004 – 8/2007

- Led development on new and existing sites, including a CMS for a network of 40 sites, using PHP and SQL
- Wrote documentation for both developers and management

Additional Work Experience

User Experience Architect

HS2 Solutions, 10/2013 – Present

- Design wireframes, prototypes, diagrams, and use cases for web, mobile, and responsive projects
- Review wireframes with internal design and development teams, as well as clients such as Zipcar and Domino's

User Experience Architect

UChicago Impact, 3/2013 – 10/2013

- Designed wireframes, prototypes, and concept diagrams for product updates

User Experience Architect

Sears Holdings Corporation, 9/2009 – 2/2013

- Led UX design decisions for search results page for Fortune 500 retailer
- Designed wireframes and documentation for new site features, including an autosuggest feature that improved conversion and resulted in a patent application
- Collaborated with stakeholders to develop vision for site

Education

M.S., Information (Human-Computer Interaction)

University of Michigan, 8/2007 – 5/2009

- Board Member, Student Organization for Computer-Human Interaction
- Semifinalist, CHI 2009 Student Design Competition

B.S., Computer Science

Rensselaer Polytechnic Institute, 8/2000 – 5/2004

- GPA: 3.93