Ben Perkins

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Experience

Lead UX Designer

Usana Health Sciences
Aug. 2023 – Now

- Coordinated with 15+ key stakeholders, a team of 6 developers, 6 UX designers, and 2 UX researchers to ensure business needs, user needs and mobile app design standards were being considered across app and web experiences.
- Led out Figma best practices like Auto Layout and helped our entire UX team learn and adopt these techniques more often and consitstently.

UX Designer

Usana Health Sciences
Oct. 2021 – Aug. 2023

- Advocated for modern Android and iOS design standards in our newly built mobile app ecosystem which allowed us to pivot towards using native components and code.
- Championed the creation of our first mobile component system combining the best elements from our internal design system and Material Design and Human Interface Guidelines.
- Revitalized our internal design documentation for mobile app projects leading to an improved and modernized design process for the entire design team.

UX Designer (Part Time)

Saylo Innovations
Apr. 2021 – Dec. 2021

Education

Digital Media: Interaction Design

Utah Valley University (Utah, USA)
Bachelor's of Science • Graduation April 2021

- Learned many facets of the human centered design process including design thinking, research, empathy, wireframes, prototyping, and more.
- Collaborated with 3 students for our Senior Capstone project where we built an Augmented Reality experience for the National Parks Service at Capitol Reef in Utah, USA.
- Helped run the Interaction Design collaborative, meeting weekly with other student leaders and the head professor to organize events and strategize.
- Volunteered as one of 7 students to run the 2019 UX Strat conference in Amsterdam, Netherlands and in the 2021 UX Strat conference in Boulder Colorado, USA