Dave Zuverink

Mobile Experience Design

Portfolio

Skills Summary

• Practitioner of user experience design and research for 8+ years.

• 4+ years specializing in mobile user experience.

• 3 granted patents and inventor or co-inventor on 9 patents pending.

• Skilled in creating workflows, interfaces, and interactions for mobile devices.

• Well versed in a variety of mobile operating systems and form factors.

• Excellent written, verbal, and visual communication skills.

• Experienced with a wide variety of research methods.

• Ability to depict interactive concepts with Flash demos.

WebEx 2.0 - Android Tablet

Design Lead
2011

Created a tablet experience according to the Honeycomb design patterns, while maintaining consistency with the smartphone application in order to facilitate a universal application in the future.

The process included working closely with a prototyper and researcher. Several design alternatives were created for which prototypes were developed using Adobe AIR. The designs were then evaluated during an on-device usability study, allowing a design direction to be chosen before coding began.

* Screenshots confidential

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WebEx Meetings 1.0 - Cisco Cius

Design Lead
2011

Cius is Cisco's flagship enterprise Android tablet. The design challenge was to create a UI appropriate for the tablet form-factor while leveraging the design and code base of the Android Smartphone application.

Responsibilities included creating detailed specifications for a China-based engineering team, coordinating the Visual Design, Usability, Prototyping, and Technical Writing tracks, and collaborating with other business units to execute deep device integrations.

WebEx Meetings 1.0 - Android

Design Lead
2010

WebEx had meeting clients for other mobile platforms, but wanted to release an Android application that raised the bar above its iPhone and iPad counterparts for experience and device integration. The result was a more customized UI than Apple guidelines would allow and enhanced capabilities made possible by deeper OS access.

Responsibilities included detailed interaction design documentation, close communication with China-based engineering team, coordinating the efforts of the other UE disciplines, and working with device manufacturers on additional integration features.

Upon release, the application achieved 100,000 downloads in less thsix months and attained a 4 star rating.

Adobe Reader 1.0 - Android

Interaction Design
2010

Adobe wanted to create a best-in-class experience for viewing PDFs on Android devices. Focusing on a narrow feature-set, but adding a specialized text reflow mode provided the capabilities needed to consume PDF content on a small screen.

Created overall design concept, worked with development team in India, advocated for text reflow feature, and created a novel concept for navigating pages which resulted in a utility patent application.

Adobe Reader for became the #2 productivity and #13 overall free application in Android Market with over 10 million installs,   a 4.3 star average rating by over 40,000 users.


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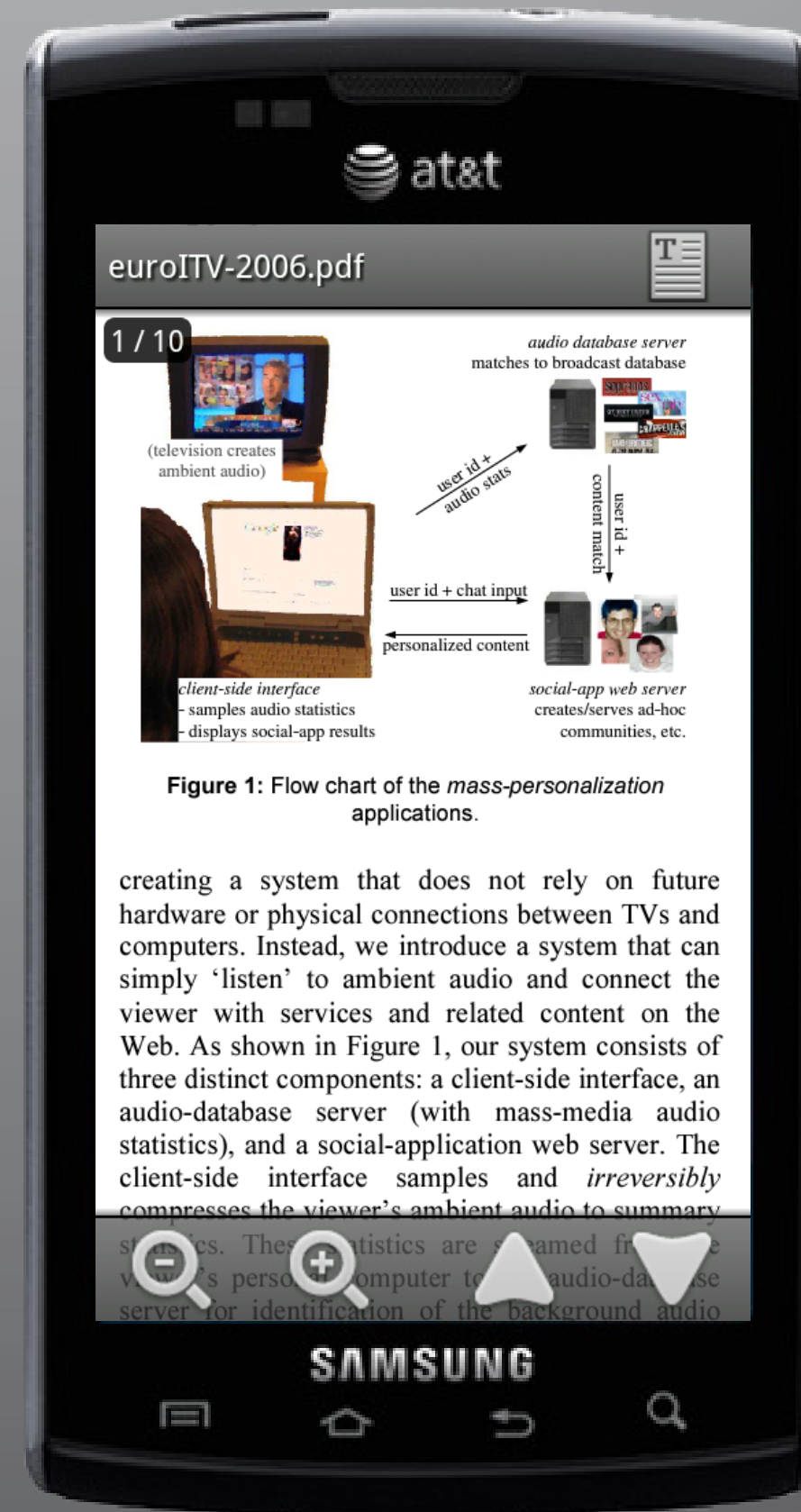
Adobe Flex Mobile Framework

Information Architecture & Design
2009

The design goal for the Flex Mobile Framework was to define a set of interaction patterns and components that would work across a variety of devices and operating systems. The result is a framework that minimizes the amount of redesign between platforms, thereby reducing development time and complexity.

Responsibilities included information architecture, interaction design, and documentation.
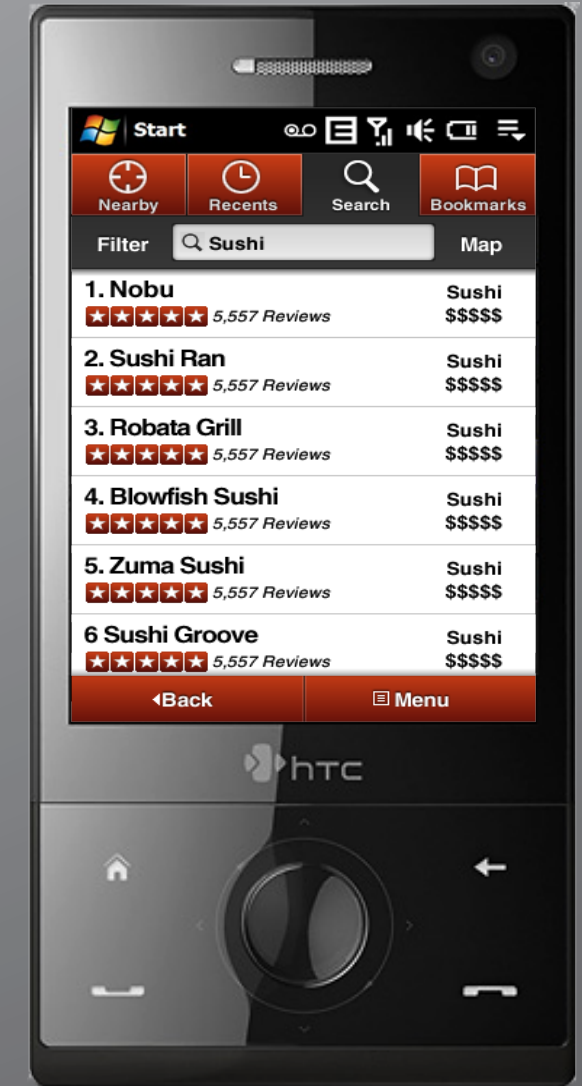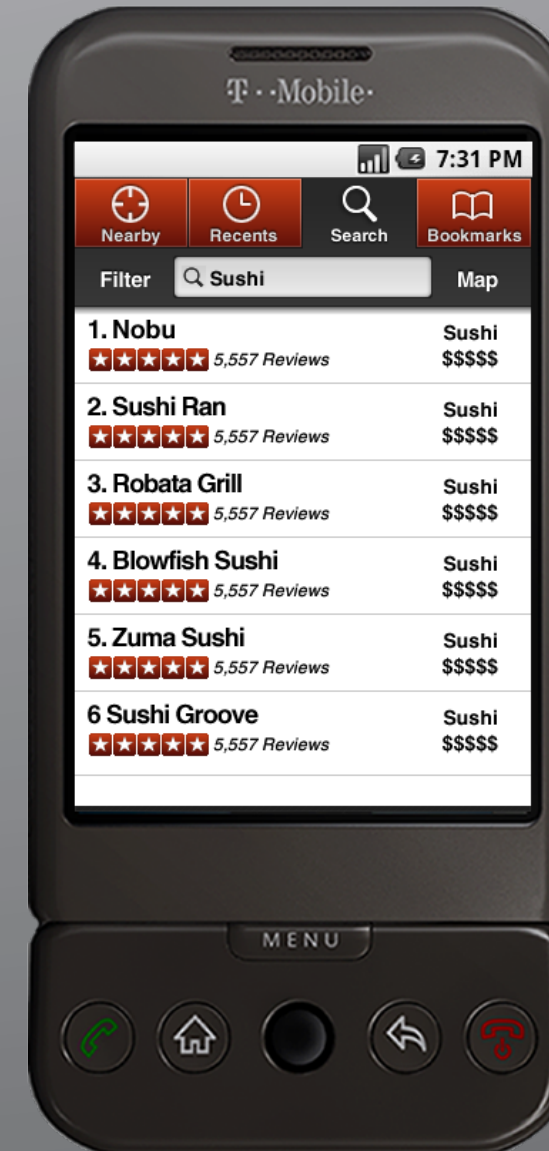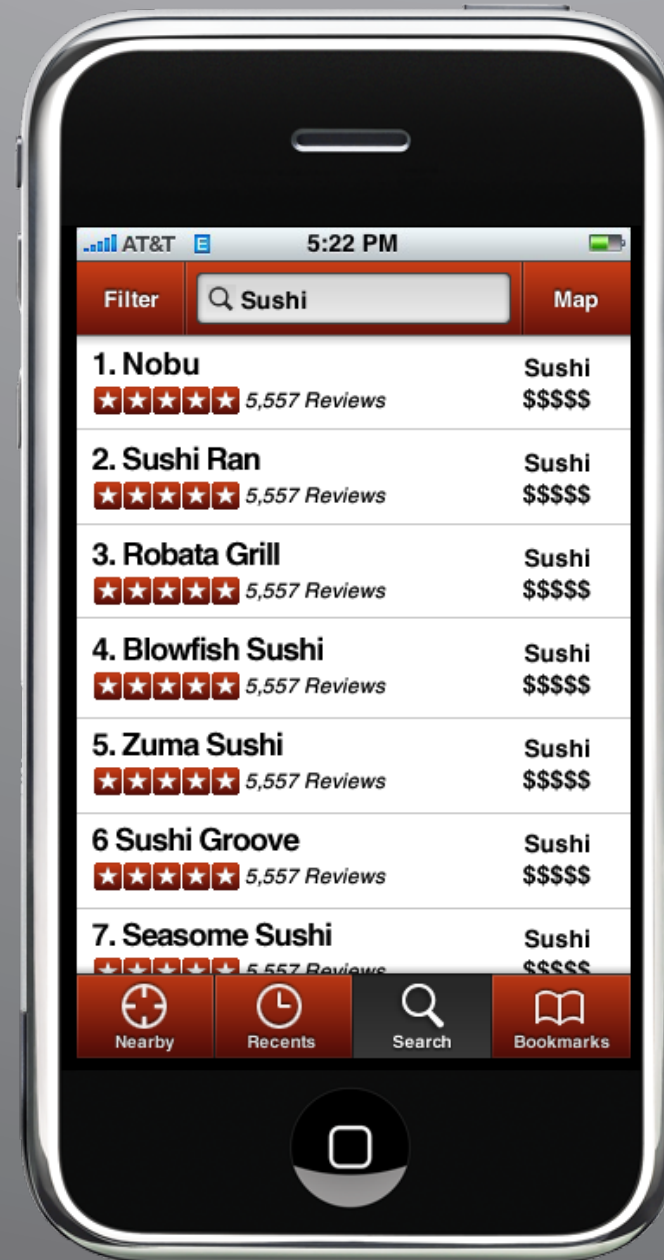
Adobe Photoshop.com Mobile

Design & Research
2007-2008

Photoshop.com Mobile is a mobile photo uploading and viewing application that works as a companion to the Photoshop.com service.

Responsibilities included interaction design, workflow design, user research, and multi-screen integration strategy.

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