

RAY FOX

I like to leave things better than I found them, with **7+ years of experience in UX** and **10+ years in the overall design industry.**

Contact

rayfoxdesign.com
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Education

Rochester Institute of Technology //
Bachelor of Fine Arts, Graphic Design
May 2015

Skills

User Centered Design
User Research
Wireframing
Product Discovery
Problem Definition
Information Architecture
Agile Development

Experience

Senior UX Designer // Flock Safety
June 2023 – Present

Currently leading design for a few verticals focused on rapidly expanding Video and Audio offerings through machine learning.

Senior UX Designer // Omnicell
September 2021 – May 2023

Lead design for an entire vertical through facilitating product discovery, user research, problem definition, and user needs activities. Designed pharmaceutical workflows across multiple different device types including medical devices, web, and mobile interfaces, and across multiple different product offerings. Advanced company-wide design system by redoing the information architecture while contributing styles, components, and UI patterns.

Senior UX Designer // ArisGlobal
January 2021 – August 2021

Designed workflows for complex pharmaceutical tasks. Contributed to the design system, product usage analytics tracking, UX team documentation, processes, organization, and best practices.

UX Designer // ITX Corp
March 2019 – January 2021

UX & Visual Designer // Synacor
July 2016 – February 2019

Visual Designer // DDB NY // OppermanWeiss
// Reporter Magazine
April 2014 – March 2016