

Rick Spencer

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Experience

Martin School of Public Policy and Administration University of Kentucky

Operations Manager—March 2020 to Present

- Produce and manage marketing for digital and social media platforms.
- Office administration including procurement, event production, IT support, etc.
- International program visa-exchange support.

Martin School and Patterson School, University of Kentucky

Web and Communications Assistant—August 2019 to March 2020

- Produce and manage marketing for digital and social media platforms for two graduate programs.
- Development, maintenance, updating and redesign of Drupal website for Martin School.
- Site and content inventory mapping.
- Currently researching student user journey (interviews, competitive research, journey mapping)

Patterson School of Diplomacy and International Commerce, Lexington, KY

Media Specialist—December 2017 to October 2018

- Produced, and published info about program activities to social media platforms and our website.
- Designed and produced lauded print promotional material for major conference.

Humana (contractor via Brooksource), Louisville, KY

UX Designer—July 2017 to August 2017

- Worked with Retail team providing UX and UI consultation
- Performed comprehensive page and information audit in preparation for overhaul.
- Interface design update using Axure.

Maketime (now Xometry), Lexington, KY

UX Designer—February 2015 to August 2015

- User interaction and interface design: desktop and mobile
- Software development process consultation.
- User research including recruitment, interviews, concept testing using Google Sheets for tracking and interactive PDFs for prototyping.

Savi (contractor via Modis), Lexington, KY

UX Designer—April 2014 to July 2014

- Best-practice based UX redesign for SAVI Tracking software.
- Produced interface design and user flow documentation.

Salesforce, Inc., Seattle, WA

Senior User Interface Designer—October 2011 to August 2013

- Primary interface and interaction designer for social feed and publisher on collaboration product.
- Role was both tactical and strategic: conceptualization, patterns, specifications, and facilitation.
- Organization-wide subject matter expert for social feed and post publisher user experience.
- Produced and evangelized UX standards guide specific to business-social feed and publisher.
- Co-author on four patent-pending mobile-social interaction designs

Microsoft, Inc. (contractor via Filter), Redmond, WA

- UX Designer—March 2011 to September 2011
- Worked with a small team designing user flows, interface hierarchy and interaction for Robotics SDK based secret project in secure facility.

POP, Seattle, WA

UX Architect—June 2010 to March 2011

- Broad UX strategy experience combining, user, business and market research.
- Performed and presented IA and IXD on specific projects for international brands including Target, Nintendo, Pokémon, Avanade, Expedia, EA Games, others.

Other UX Experience

Seven Simple Machines, 2009—2010; Daptiv, 2007—2009; Myfamily.com, 2006—2007; Classmates.com 2005—2006; Dwango, 2005; University of Kentucky, 2001—2004

Tools and Technologies:

Drupal, HTML, CSS3, JavaScript, MySQL, PHP, Omnigraffle, Adobe Photoshop and Indesign (intermediate), Acrobat, Google Suite, MS Office Suite. Mac/Windows/iOS. Novice Google Analytics user.

Education

Master of Arts in Diplomacy and International Commerce

University of Kentucky
Lexington, KY
August 2017 to December 2018

Bachelor of Arts in Political Science

University of Kentucky
Lexington, KY
August 2014 to May 2017

Associate in Computer Information System -Networking

Lexington Community College
Lexington, KY
August 1999 to May 2002