

Ashley Engelhardt

ashley.engelhardt@gmail.com • <https://ashleyengelhardt.com> • Manchester, New Hampshire

User Experience Designer with 10+ years of experience creating mobile applications and medical devices for global markets. I excel at balancing multiple projects and subject areas, designing for multiple platforms, and learning new tools and technologies.

Experience

FEBRUARY 2022 – PRESENT

Senior UI/UX Design Engineer | Velentium | Richmond, Texas (Remote)

- Design interfaces for medical devices ranging from mobile patient apps to complex hospital equipment
- Participate in interface design at all stages, including research, initial sketches, wireframes, and final assets
- Conduct interviews with doctors, nurses, and other stakeholders to inform medical device design
- Work with clients to translate user needs into user-friendly medical devices
- Review design implementation (iOS, Android, embedded) and provide feedback to developers
- Balance multiple projects with competing timelines
- Implement user interface designs for Android using Jetpack Compose
- Wrote a Figma plugin to improve the PDF export process and streamline design documentation
- Wrote a python script to simplify PDF compression for design documentation

SEPTEMBER 2009 – FEBRUARY 2022

Principal User Experience Designer | AgaMatrix, Inc. | Salem, New Hampshire

Previous roles: User Experience Designer, Sr. User Experience Designer

- Designed app interfaces for mobile devices including iPhone and Android
- Created user-friendly interfaces for blood glucose meters sold around the world
- Designed a continuous glucose monitor (CGM) app for iOS and Android from initial sketches to commercial release
- Worked closely with software and firmware engineers to bring designs to life
- Facilitated localization and translation activities for apps and blood glucose meters
- Employed creative techniques to prototype and communicate design concepts
- Wrote and maintained technical and design documentation for multiple product lines within a regulated system (e.g., FDA)
- Maintained and updated corporate websites (United States and United Kingdom)
- Created photorealistic product renders for packaging and marketing materials

SUMMER 2009

Interaction Design Intern | Walt Disney Animation Studios | Burbank, California

Worked on design concepts to improve the usability of animation and production software, including 3D modeling software and render queue visualizations. Conducted interviews with animators and technical staff to understand user needs.

SEPTEMBER 2007 – MAY 2009

Associate Instructor | Indiana University School of Informatics | Bloomington, Indiana

Provided guidance to students working on senior design projects as part of the course *Designing and Developing an Information System*. Led technical seminars to teach undergraduates a variety of programming and design technologies.

SUMMER 2007 & 2008

Mechanical Engineering Intern (2007) and Human Factors Intern (2008) | 3M | St. Paul, Minnesota

Developed a testing protocol to compare the performance of RFID and barcode express checkout library kiosks. Analyzed an intra-oral dental scanner and prototyped recommended improvements. Performed competitive product analyses, compiled data, and presented results to project leaders. Conducted usability tests for a content management system. Collaborated with an interdisciplinary team to design, model, and prototype a circuit cover for semi-conductor wafers.

SUMMER 2006

Mechanical Engineering Intern | Motorola | Arlington Heights, Illinois

Assisted senior engineers with certification and environmental testing, performed thermal tests from set-up to post-test data compilation, and utilized Pro/Engineer to create 3D models and 2D drawings for injection molded part.

Skills

Figma • Sketch • After Effects • Jetpack Compose • Photoshop • Illustrator • HTML/CSS • JavaScript • Blender

Platforms

iOS • Android • Web • Embedded UI

Education

2007-2009

M.S. in Human-Computer Interaction | Indiana University | Bloomington, Indiana

2003-2007

B.S.E. in Mechanical Engineering | University of Iowa | Iowa City, Iowa