ASHLEY ENGELHARDT

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Manchester, New Hampshire

User Experience Designer with 15 years of experience creating mobile applications and medical devices for global markets. I combine design and technical knowledge to craft user-friendly products. I excel at designing across various platforms, managing multiple projects, and rapidly adopting new tools and technologies.

EXPERIENCE

Senior UI/UX Design Engineer | Velentium

FEBRUARY 2022 – PRESENT | RICHMOND, TEXAS (REMOTE)

- Participate in design at all stages, including research, initial sketches, wireframes, and final assets
- Design interfaces for medical devices ranging from mobile patient apps to complex hospital equipment
- Create prototypes for rapid testing and formative usability studies as part of an iterative design process
- Conduct interviews with doctors, nurses, and other stakeholders to inform medical device design
- Implement user interface designs for Android using Jetpack Compose
- Work with clients to translate user needs into user-friendly products
- Collaborate with software and firmware engineers to bring designs to life
- Balance and prioritize multiple projects with competing timelines
- Wrote a Figma plugin to decrease the file size of exported design documentation PDFs by 84%

Principal User Experience Designer | AgaMatrix, Inc.

Previous Roles: Sr. User Experience Designer, User Experience Designer
SEPTEMBER 2009 – FEBRUARY 2022 | SALEM, NEW HAMPSHIRE

- Designed a continuous glucose monitor (CGM) app for iOS and Android released in 13 languages and 15 countries
- Created intuitive interfaces for four blood glucose meters sold around the world, including the first FDA-cleared blood glucose meter to connect directly to the iPhone (iBGStar)
- Created HTML/CSS/JavaScript prototypes for apps and blood glucose meters to assist with formative usability studies
- Produced animated videos for display at international diabetes conferences
- Maintained and updated corporate websites (United States and United Kingdom)
- Authored and updated technical and design documentation for multiple product lines within a regulated system (e.g., FDA)
- Facilitated localization and translation activities for apps and blood glucose meters
- Collaborated with technical team to develop a blood glucose tagging and insulin dose recommendation algorithm described in U.S. Patent 11,854,681: Data Management Unit for Supporting Health Control (issued December 26, 2023)

Interaction Design Intern | Walt Disney Animation Studios

JUNE 2009 – AUGUST 2009 | BURBANK, CALIFORNIA

Designed user-friendly concepts to improve animation and production software, focusing on 3D modeling and animation applications and render queue visualizations. Conducted interviews with animators and technical staff to understand their specific user needs.

Associate Instructor | Indiana University School of Informatics

SEPTEMBER 2007 – MAY 2009 | BLOOMINGTON, INDIANA

Guided students working on senior design projects as part of the "Designing and Developing an Information System" course. Led a series of technical seminars to teach undergraduate students various programming and design technologies.

Human Factors Intern | 3M

MAY 2008 – JULY 2008 | ST. PAUL, MINNESOTA

Developed a testing protocol to compare the performance of RFID and barcode 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.

Mechanical Product Development Intern | 3M

MAY 2007 – JULY 2007 | ST. PAUL, MINNESOTA

Collaborated with engineers to design, model, and prototype a circuit cover for semi-conductor wafers.

Mechanical Engineering Intern | Motorola

MAY 2006 – JULY 2006 | 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.

SKILLS

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

PLATFORMS

iOS • Android • Embedded UI • Mobile • Tablet • Desktop

EDUCATION

MS in Human-Computer Interaction | Indiana University

SEPTEMBER 2007 – MAY 2009 | BLOOMINGTON, INDIANA

BSE in Mechanical Engineering | University of Iowa

SEPTEMBER 2003 – MAY 2007 | IOWA CITY, IOWA