EGAN HOMERIC

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EDUCATION

Purdue University

UX Design, Minor in Computer Science

DePaul University

UX Design (Honors Student)

EXPERIENCE

Purdue University

- Collaborated with real-world companies to research and develop the user experience of products and ensure the design met business objectives.
- Conducted user research, interviews, and usability testing to inform design decisions to the company and improve user experience.
- Translate wireframes and mockups into working prototypes and front-end code.
- Maintained consistent communication with company sponsor throughout every step of the design process, as well as a final pitch presentation.

DePaul University

- Designed wireframes and interactive prototypes for various projects using Figma, Adobe XD, and Sketch
- Conducted user interviews and surveys to gather real insights for various projects.
- Developed functional mobile app prototypes for Scope concept and Pulse Brightspace redesign, employing full user experience process.
- Collaborated with cross-department teams to ensure alignment of design goals with project objectives.
- Created an online portfolio showcasing UX design and other projects: www.eganhomeric.com.

PROJECTS

DEFI Smart Kitchen Scale for Visually Impaired Users | UX Research, User Interviews

- Conduct a comprehensive analysis to identify the specific needs and challenges encountered by visually impaired users during the cooking process.
- Evaluate the user experience of the Voice User Interface (VUI) kitchen scale across various contexts, and identify potential areas for improvement.
- Develop a logical sequence of task flows utilizing integrated voice commands to address the identified areas of opportunity.
- A holistic user flow chart illustrating kitchen scale use cases.
- A prototypical VUI script and language model.
- Design documentation detailing the processes and methodologies employed.

Brightspace Mobile App Redesign | Adobe XD, Figma, Photoshop

- Conducted user interviews with DePaul students to identify key issues and strengths within the current design.
- Produced sitemaps and wireframes to articulate the app's structural framework and navigation.
- Utilized professional design software, such as Adobe XD, to create interactive prototypes, which were then put through usability testing with real users to make informed refinements to the app's design.
- Applied user feedback from the usability testing sessions to make iterative improvements to the design, resulting in a more user-centric and effective final product.

Skills

Tools: Figma, Adobe XD, Miro, Sketch, Brackets, Visual Studio, R, Adobe (Photoshop, Illustrator, InDesign, Dreamweaver), Microsoft Office (Word, Powerpoint, Excel), Wix, Wordpress

Programming Languages: HTML/CSS, Basic JavaScript/Python, R, SQL (Postgres)

Spoken Languages: English (fluent), Mandarin (conversational)

West Lafayette, IN Aug. 2023 – Present Chicago, IL Sep. 2020 - July 2023