John Rice / UX Designer

I strive to blend time-honored design techniques, and the latest in AI techniques and methodology. My strength as a designer lies in the variety of projects, techniques, and people I've worked with. From drawing, painting and color theory; strategy guide production; product design; responsive design for mobile and desktop, 10-foot UI, prototyping.

Mozilla / Senior Staff UX Designer

January 2022 – September 2023

I joined Mozilla as a UX contractor, and went full-time as a Senior Staff UX Designer in only three months.

Responsibilities

- IC-focused designer: Managed multiple projects simultaneously

- Provided UX designer feedback, collaborative design sessions, worked through design problems, visualizing solutions; I enjoy working through design challenges collaboratively

- I delivered production-ready specs, following the work through implementation, release, and post-release

- Planned and participated in remote design activities. Presentations to leadership, stakeholders, peers; walking folks through the design journey

- Ran evaluative usability tests of design prototypes, rapid iterative research testing

Microsoft – Senior UX Designer

July 2016 – April 2020

Growth & Engagement Team

Developed strategies to improve user attraction and retention, including features like Bing Fun, Sharing framework extension and immersive shares.

Maps & Local Team

Senior UX designer on the Bing Maps desktop experience and all of its associated features. The work included analyzing and identifying problems, A/B testing and feedback channels, building out quality and consistency metrics.

Xbox - UX Designer

March 2011 – June 2016

I was also the Lead Interaction Designer on the Xbox App on Windows, including unique value features like: Game video editing and GameBar® (an interactive ride-along control for PC gaming). I had the opportunity to work as a UX designer on SmartGlass: an Xbox companion app launched on iOS, Android and Windows phones and tablets.

Highlights

Lead UX Designer: Xbox on Windows
UX Designer on SmartGlass®
Won 2015 B2B Startup competition
Nintendo Strategy Guide design
The Rocket magazine

Skills

Full-Stack Designer…

Design thinking
Drawing, sketching, figjams…
Storytelling & Presentation Design
Content design
Illustration
Writing and prompt creation
Interaction & visual design
Prototyping
Production design
Responsive Mobile & Desktop
10-foot UI
Eye-Gaze systems & methods

Tools

Adobe Suite
Discord
Figma
Google Business Suite
Keynote
Sketch
Slack
Zoom