

MICHAEL HINTZE

Product Designer

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EXPERIENCE

User Interface Designer at Apple

Spring 2012 - Present

Lead experience strategy and vision for Apple Online Support. Designed and developed site maps, wireframes, use cases and work flows, interactive prototypes, and artifacts to communicate functional requirements. I also lead design validation through usability testing. I was also the first place winner of the internal design competition, iContest.

User Experience Intern at Apollo Group

Winter 2012 - Spring 2012

Worked as a designer for Phoenix.edu and the Apollo e-learning platform. Specialized in developing design specifications, flow charts, wireframes, prototypes, and other design deliverables.

User Experience Design Intern at Nokia

Fall 2010 - Winter 2012

Worked on a team of designers and analysts to research user needs, and identify potential features for Nokia Store, the world's third largest app store serving 10 million downloads daily (2011). I led the creation of site maps, heuristic evaluations, usability studies, and high-fidelity prototypes to effectively communicate design solutions.

User Experience Design Intern at Evolvist

Spring 2008 - Winter 2009

Worked as a designer on an agile development team to build mobile and web experience at Evolvist. Responsible for concepting, designing, and prototyping.

EDUCATION

University of California, Berkeley

Master of Information Management Systems

GPA: 3.94

Graduated: Spring 2013

Berkeley, CA

CUNY Macaulay Honors College, Lehman

B.A. Mathematics and Computer Science

GPA: 3.9

Graduated: Spring 2011

New York, NY

SKILLS

Expertise

Design Leadership
Product Design
Product Strategy
Interaction Design
User Experience
Web and Mobile Interface Design
Web Development
Usability

Design Methods

Requirements Gathering
Site Maps and Flow Diagrams
Task Analysis and Scenarios
Story Boards and Personas
Wireframes and Prototypes
Usability Testing
Heuristic Evaluations

Tools

Sketch
Photoshop / Illustrator
Keynote
HTML
CSS / LESS
jQuery
Python
Git

TALKS

Designing for Accessibility

Berkeley School of Information- Designing Mobile Experiences, Spring 2014

How to Work with Designers, Engineers, and PMs

Lehman College CSM Tech Talk, Fall 2013

UX as a Strategy

InfoCamp Berkeley, Spring 2013

AWARDS

Research Foundation CSM Award

Awarded to top Computer Science students at City University of New York, Lehman. - \$15k

Anne Grossman Memorial Prize

Awarded students with the highest GPA in Mathematics and Computer Science. - \$500