

Experience

VP, UX at JPMorgan Chase

He is currently working as the Vice President of UX for Finance Technology at JPMorgan Chase. His main role is to develop the user experience strategy for the various line of businesses as well as internal applications. Job function includes interviewing and gathering user feedback, prototyping, developing personas, user testing, and building pattern library and style guides for the development teams.

2017 - Present

UX Designer at S&P Global Market Intelligence

He was a user experience designer in the UI/UX team at S&P Global Market Intelligence. Henry helped define the overall 'look and feel' of product user-interfaces, translated business requirements into appropriate and successful user interface designs, and visualized product concepts and wireframes using detailed mockups and prototypes. His role included creating detailed design requirements and working with product stakeholders on designs and concepts from initial ideas to detailed mockups. Also, part of his role in an Agile environment is to create user stories and create personas. His responsibility included maintaining an extensive knowledge of the company's branding and common control guidelines.

He also worked with frogdesign to help incorporate the principles of a new Design Language System, web best practices, usability and enhanced user experience. Explored innovative ways to present large amounts of data and content in effective and accessible formats including data visualization to the S&P Capital IQ platform. Designs included wireframes, prototyping, designing visualizations to complex financial concepts, applied core UX and UI principles, attending A/B testing, provided detailed specs, and help with QA process. Collaborated with various groups from Product Management to Business Analysis to IT teams.

December 2005 - 2017

Education

Parsons School of Design

Bachelor of Fine Arts Degree, Illustration

1990 - 1994

Courses

- UX Design Tools: InDesign with Justin Putney
- Human Factors Science and Art of Effective Web and Application Design
- Interaction Design Fundamentals with David Hogue
- Responsive Design Workflows with Justin Putney
- EightShapes Seminar "From PDFs to HTML Prototypes"
- Learning Center's "Effective Coaching and Feedback Workshop"
- Future of Web Design Conference New York 2012
- Introduction to Lean
- Corporate Agility and Scrum Training Workshops with Bob Schatz from Agile Infusion
- Lean UX 2015 - Brooklyn NYC
- Aquent Gymnasium - Coding For Designers
- The Power of Listening Workshop
- HOW Design Conference 2014, Boston, MA
- Lean UX Workshop @ Smashing Conference NYC 2015
- Smashing Conference NY 2016
- When Responsive Design Meets the Real World
- Workshop with Jason Grigsby
- Design Workshop with Milton Glaser @ School of Visual Arts

Certification

- UX Design Tools: InDesign
- Responsive Design Workflows
- Interaction Design Fundamentals

Skills

Adobe Creative Suite

- InDesign
- Photoshop
- Illustrator
- Dreamweaver

Balsamiq

Agile Methodologies

Scrum

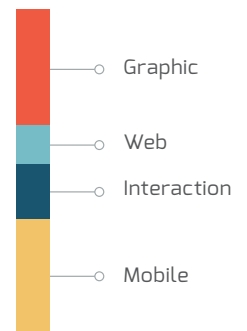
Lean Concepts

Axure

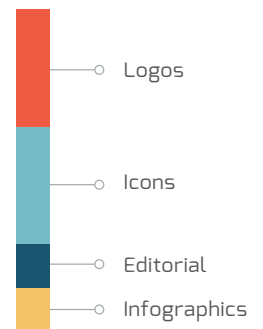
Microsoft Office 365

- Word
- Powerpoint
- Excel

Design



Illustration



UX

