

# JAMES GUNTHER

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**UX-UI DESIGNER / PRODUCT DESIGNER / DESIGN TEAM LEADER / USER RESEARCH / USABILITY TESTING**

## SKILLS

|                           |                        |                   |                       |
|---------------------------|------------------------|-------------------|-----------------------|
| User Empathy / Interviews | Product Strategy       | Wireframing       | Web and Mobile        |
| User-centered             | Rapid Prototyping      | Jira & Confluence | Visual Design         |
| Information Architecture  | Stakeholder Management | Figma & FigJam    | Healthcare Experience |

## DESIGN EXPERIENCE

### NextGen Healthcare

09/2022-01/2024

PRODUCT DESIGNER II

Remote

- Led the design direction for the Electronic Health Records (EHR) and Practice Management
- Collaborated closely with the product managers and developers to create structured, intuitive user experiences
- Reported on average 8 minutes per patient time saving within the OBGYN workflow allowing practices to have time to see more patients per day
- Designed end-to-end workflows for high-quality implementation and intuitive user experiences resulting in a 4.4/5-star satisfaction rating by OBGYN users.
- Moderated weekly interviews and usability tests with healthcare providers resulting in rapid iterations

### Child Life on Call

02/2022-04/2022

UX/UI DESIGNER

Remote

Freelance

- Designed advanced tool widgets, improved information architecture, and enhanced user engagement
- Improved information architecture by creating more intuitive site navigation and eliminating misleading labels resulting on average 10% fewer clicks
- Reduced development cost by consolidating key workflow by 50% and proactively designing for scale.

### GetBetter

12/2021-02/2022

UX/UI DESIGNER

Remote

- Designed and built high-fidelity iOS prototypes with custom iconography, UI components, and micro-interactions
- Conducted evaluative usability tests and iterated based on user feedback resulting in improved workflow

### Piping Rock Health Products LLC

07/2011-04/2020

SENIOR ART DIRECTOR

Remote

- Collaborated with the executive team to grow the company into a \$105 million organization in six years
- Built the Art Department launching an average of 275 new products per year while mentoring 7 designers

## EDUCATION

UX Certification  
Graphic Design Certificate  
Bachelor of Science Education

UX ACADEMY DESIGNLAB  
UNIVERSITY OF CINCINNATI  
UNIVERSITY OF DAYTON