Roger Soucy

Senior UX Designer

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Online Portfolio

Key Skills

- Wireframing
- Interactive Prototyping
- User Research
- Journey Maps
- Task Analysis / Diagrams
- Information Architecture
- Usability Testing
- Product Management
- Process & Governance
- Experienced Leader & Mentor
- Public Speaking

Software

- Axure RP
- Figma
- Sketch
- Invision
- Balsamiq

I'm a Senior UX Designer with over 19 years of combined experience in web, mobile, desktop applications, and offline products ranging from consumer to enterprise level. I've worked in a variety of business sectors including: Aviation, Consumer Electronics, Medical, Consumer Health, Life Sciences, and Non-Profit.

Professional Experience

Eclipse Product Development   April 2018 - Present

UX Design Lead

- Responsibilities include UX & UI design, prototyping, client relations, development support, human factors / usability testing, process governance and documentation for various client projects in the Medical, Life Sciences and Consumer Health sectors
- Designer and co-inventor of two large volume infusion pumps (LVPs) capable of delivering multi-channel infusion therapy to patients in a controlled, efficient, and safe manner using a variety of system-level and user configured program options
- Designed desktop interface for 3D navigation system to guide surgeons performing VATS lung resection surgery to minimize healthy tissue loss while maintaining safe margins.
- Designed mobile interface for wearable ECG monitoring system to provide health condition feedback to patients while letting them log symptoms.
- Designed mobile interface for a rapid point of care (POC) in vitro diagnostic tool, which detects protein biomarkers that predict the severity of traumatic brain injuries within minutes so that proper care can be administered without delay.
- Designed embedded user interface for a respiratory support ventilator that monitors patient respiratory system and delivers controlled, heated and humidified, oxygenated therapy to a patient.
- Usability testing on OTC products for flu test and blood collection, and clinical infusion therapy devices.

FIRST®   Jan 2017 - Jan 2018

Lead User Experience Designer (contract)

- Redesigned three primary online sites for creation and management of team membership, event volunteering, and student/parent participation within *FIRST®* robotics programs
- Conducted heuristic evaluations of current products to identify usability problems in the interface design

- Adobe Illustrator
- JIRA
- Confluence
- TargetProcess

- Designed new user interfaces and interaction models to improve usability and alignment with the strategic goals of stakeholders and the four different robotics programs
- Created interactive prototypes to demonstrate key aspects of the design to a level necessary to test hypotheses of usability improvements
- Recruited and moderated usability testing of new designs and created report of findings and recommendations

Patents / Awards

Patent   April - 2023

Intravenous Infusion Pump with Cassette Insertion and Pump Control User Interface
US Patent 2023/0115595

Patent   April - 2008

Distributed intercom system with audio bus
US Patent 8189753

Award   Nov - 2011

Product of the Year Finalist
NH High Tech Council
Russound DMS-3.1

Volunteering

NH UXPA   n 2015 - 2021
Board Member
Helped organize and run monthly meetings for local UXPA chapter including, sourcing venues, speakers, and sponsorships

DEKA Research & Development Corp.   Oct 2014 - Jan 2017

Lead User Experience Designer (contract)
- Lead and mentored a team of 4 junior UX Designers in the creation of artifacts for an enterprise level medical software suite used for increased safety and control in the delivery of medications, management of inventory, provisioning, monitoring, and updating of several counterpart hardware platforms
- Worked closely with Product Owners to clarify and revise product requirements and functional specifications to arrive at a state of readiness for UX Team to deliver accurate and effective solutions
- Created storyboards, task flow diagrams, wireframes and interactive prototypes which were used for requirements validation, client presentations, usability testing, and development team knowledge transfer
- Defined and managed UX team processes, tools, governance, and integration with an agile environment used by 4 development teams
- Improved development team sprint velocity while reducing iterative cycle count and software bugs

Present RPS Interactive, LLC   Oct 2012 - Present

User Experience Design Consultant
- Consultant for clients ranging from small startups to large corporations for websites, web applications and offline products
- Deliverables ranged from low to high-fidelity artifacts including fully annotated wireframes, interaction design, conditional logic, and UI layout
- Created low and high-fidelity interactive prototypes for usability testing
- Handled all aspects of client relations from the initial sales call to project completion (i.e. writing proposals, defining business goals, project requirements, stakeholder interviews, weekly update meetings, etc.).

WSI Corp. (The Weather Channel, IBM)   Mar 2014 - Oct 2014

Recommendations

User Experience Designer

- Created the interaction design for new and existing features for desktop software used by Commercial Aviation Dispatchers and Air Traffic Coordinators to providing situational awareness and decision support
- Redesigned the WSI e-commerce website for the purchase and management of software product subscriptions resulting in an improved user experience
- Conducted user research including qualitative onsite interviews and quantitative online surveys to identify environmental constraints, primary and secondary task flows, and use cases
- Collaborated with Product Managers and other key stakeholders to define detailed product requirements and conceptualize preliminary design considerations

Russound FMP, Inc.   Jan 2004 - Oct 2012

Product Manager

- Designed interfaces for Apple iOS, computer software applications, touch-screens, and keypad products using various user interface design methods including: sketching, wireframing, low & high fidelity prototyping (i.e. sketches, clickable PDFs, and coded prototypes)
- Conducted qualitative and quantitative user research using a variety of methods from ethnographic interviews, focus groups, and online surveys
- Simultaneously managed 4-8 products in active development at any given time, while maintaining a portfolio of over 50 actively selling products
- Managed and oversaw product launch activities, negotiated licensing contracts, managed third party product compliance testing and certification, and was responsible for profit and loss throughout product's lifecycle

Education

UX Certificate Program   2013

[Bentley University](#) - Waltham, MA

Clinical Investigator Certificate   2023

[CITI Program](#)

Certified Scrum Master   2012

Scrum Alliance, Inc.

Product Management   2012

Pragmatic Institute - Phoenix, AZ