

317-677-2939  
[benhfrailey@gmail.com](mailto:benhfrailey@gmail.com)  
Portfolio:  
<https://BenjaminUX.studio>

## Education

### Purdue University

08/17 - 05/21

BS in UX Design  
Minor in Communications  
Minor in Psychology

## Skills

### Research Methods

Field Research, Focus Groups, Usability Testing, Interview Design, Survey Design, Qualitative Analysis, Heuristic Evaluation, Prototyping, UX Design, Accessibility, Hardware Proficient.

### Project Management

Project Leadership, AGILE, SCRUM, Recruitment, Protocol Design, Scoping.

### Communication

Public Speaking, Report Writing, Presentations, Tutorial Creation, Data Visualization, Customer Service, IT Help, Miro, Slack, Microsoft Suite, Adobe Suite, OBS.

# Benjamin Frailey

## UX Researcher

## User Experience Research is...

### Empathy & Innovation

I believe that without UX Research you are designing a product for no one. Without communicating the research's insights, the research is pointless. My focus on both UX Research & Communication bridges the gap between a great idea & a great product.

## UX Career Experience

### NetEase Games

06/22 - 10/23  
Remote

### Games User Researcher

- Completed 15+ studies, in-person & remote. Consistently recognized for my pro-active attitude, excellent communication skills & easy going nature.
- Lead the design, solo execution, & reporting of an entire project. Worked with global stakeholders to define objectives, designed the protocol & guides, executed 4 group sessions & delivered final conclusions.
- Developed player guides for OBS & other playtest tools that reduced prep time & streamlined execution.

### EyeSquare

11/21 - 06/22  
Remote

### UX & Market Researcher

- Conducted multiple research studies often with 20+ participants, handing off data to global stakeholders. Praised for my calmness under uncertain circumstances.
- Facilitated focus group involving eye-tracking, market research, & gameplay as sole in-person researcher.

### PEAKmind

08/21 - 10/21  
Remote

### UX Consultant

- Re-designed MVP & planned future AGILE sprints in Trello that were presented to stakeholders.

### NSF.gov

09/20 - 11/20  
Remote

### UX Researcher

- Designed, onboarded, & facilitated a 2 day remote research workshop in Miro with 50+ CS participants.

### Willeder

09/19 - 05/20  
Lafayette, IN

### UX Consultant

- Used several AGILE sprints to redesign existing desktop site & mobile app. Hand offs met with great praise.