



CHRIS FELLOWS

UX / PRODUCT DESIGNER

// EXPERIENCE

Henry Schein ONE (formerly Web.com) **Sept '17 - Present**
UX Designer

Sole designer on a small, agile team, working with product management and development to shape and innovate the UX of a B2B healthcare product. End-to-end involvement in strategy, discovery, prototyping, testing/validation, visual design, measuring success and rapid iteration.

MCD Partners **Nov '15 - Sept '17**
UI/UX Designer

Collaborate with design, UX and development teams to build responsive websites, GUI's and native applications. Prioritize user and business objectives. Prototype, visualize and test complex financial systems, educational tools, brand landing pages and more.

Force Therapeutics **Sept '13 - Nov '15**
UI/UX Designer

Managed the development and implementation of a digital products in the health-tech space. Worked with clients and customer care teams to research, prototype and test rich interactive tools to make informed decisions to improve the end-to-end experience for multiple user groups.

// EDUCATION

Fall '18 **Cooper School** – *Research Techniques (2 day)*

Spring '17 **General Assembly** – *UX Design (10 wk)*

Spring '10 **Lorenzo D'Medici** – *Italian Institute, Lib. Arts*

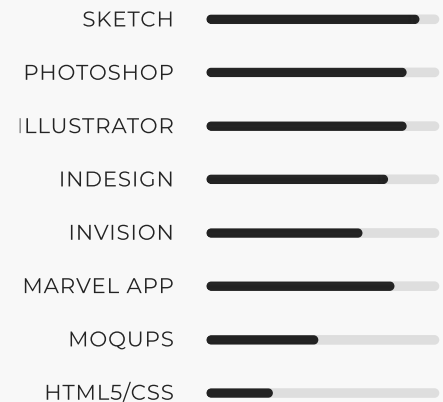
'07 - '11 **University of Oregon** – *BA Digital Arts*

// PROFILE

I employ a human-centered design approach to create thoughtful, beautiful products and experiences that advocate for users, connect communities and produce meaningful solutions.

 cfellowsdesign.com

// TOOLS



// CONTACT

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