Elizabeth Schinazi

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Overview

An energetic and detail-oriented user experience architect with a strong background in educational technology and media. A quick learner recognized for adaptability, trouble-shooting, and strong quality-assurance practices.

Key Skills: Wireframing, Prototyping, Requirements Gathering, Specifications, Sitemaps, Work Flows, Usability Testing, Personas, Heuristic Evaluations, UX Writing, QA Testing, Copy Editing
Applications: Axure, Sketch, Invision, Adobe Photoshop

Experience

LegalServer | Chicago, IL | January 2019 - December 2020

User Experience Consultant

Extended case management software system used by non-profit legal aid agencies and public defenders during two long-duration projects: (1) the creation of an offline version of existing software (web and mobile) for use in disaster scenarios; and (2) the creation of a new cross-agency platform for pro-bono attorneys to find volunteer opportunities and track their work.

- Facilitated conversations with stakeholders to clarify requirements, wrote user stories and acceptance criteria, translated needs into wireframes, and led design reviews with key stakeholders
- Led design team in establishing visual language and style guide for the new products; wrote all microcopy
- Planned and prioritized project work to meet deadlines, working closely with developers to implement and test designs according to QA testing plan I developed
- Planned and conducted user research and usability testing, synthesizing findings into actionable recommendations

Discovery Education | Chicago, IL | May 2012 - January 2019

User Experience Architect

Created UX solutions for a wide variety of engaging, online learning experiences including interactive games, core-instruction materials, and innovative student assessment and presentation tools in the K-12 education space.

- UX Lead for Techbook product line, collaborated with product owner to set feature and development prioritization, defining business requirements, and creating corresponding user stories
- Created wireframes and high-fidelity prototypes for implementation reference, as well as for use in early sales presentations and user testing
- Planned and conducted user research and usability testing, synthesizing findings into actionable recommendations
- Wrote detailed specifications and acceptance criteria to define user interactions which are relied upon by the development and QA teams to ensure accurate system behavior
- Worked closely with developers during implementation to identify, analyze, and propose solutions for late-discovery issues, iterating on designs as needed
- Worked in an agile development environment using the SCRUM methodology

DePaul University | Chicago, IL | 2010-2012

Instructional Technology Assistant (2011 to 2012)

Graduate Assistant (2010 to 2011)

Assisted the Faculty Instructional Technology Services Department in the migration from the Blackboard Learning Management System to the Desire2Learn Learning Management System.

- Worked with faculty and staff of the College of Communication to construct online courses within Desire2Learn System, providing recommendations to improve student experience
- Updated existing LMS documentation to reflect new procedures and language
- Assisted department team members in faculty training on new system
- Created site architecture and executed site design of a resource repository geared toward faculty learning the Desire2Learn system

Holt McDougal | Evanston, IL | 2003-2008

Producer (2007 to 2008)

Associate Producer (2005 to 2007)

Independent Consultant (2003 to 2005)

Managed the development of multimedia educational technology products for the Science discipline, including online and DVD-ROM books, audio CD-ROMs, websites and presentation software.

- Led project management of English and Spanish audio CD-ROM production for eight science textbooks totaling over 250 hours of recorded material. Wrote the request for proposal, evaluated and recommended vendors, and negotiated the final contract. Selected voice talent, developed schedule and managed vendor adherence. Performed testing and ensured on-time delivery
- Developed requirements for and managed production of a series of online Flash-based textbooks, overseeing the conversion by an outside vendor of text-based material into fully interactive content
- Developed and maintained test plans, and oversaw execution of testing and defect resolution of multiple web-based and standalone Flash-based interactive educational products, ensuring timely and accurate delivery of key components of the company's core products
- Established quality assurance practices to assess level of functionality, user experience, and overall quality for a series of online textbooks, tests, and PowerPoint presentations.
- Led content reviews with senior editorial staff members, finalizing art placement and copy for in-class presentation CD-ROMs
- Managed an outside vendor to create Flash animations demonstrating the features of in-class presentation tools, for use by sales representatives. Ensured delivery on time for use in key sales conference, enabling the company to demonstrate its new line of innovative products
- Created online tests for a series of five textbooks, performed quality assurance, and developed training materials detailing the process

Education

M.S Human-Computer Interaction

Graduated with Distinction

DePaul University, Chicago, IL

B.A. English/Journalism and Mass Communication

University of Iowa, Iowa City, IA