

Eric Rogers

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Master's in Information Management graduate, dedicated to enhancing user-centric design. Bringing problem-solving skills, data analysis expertise, and creative design abilities to drive innovation in diverse organizational settings.

Education

Master of Science in INFORMATION MANAGEMENT | University of Washington | Seattle, WA | 09/23

Bachelor of Arts, double major in SCIENCE, TECHNOLOGY & SOCIETY, and INTERDISCIPLINARY ARTS | University of Washington | Seattle, WA | 06/22

Experience

GAME DEVELOPMENT INSTRUCTOR - WILD PROGRAM | Interim CDA | 11/22 - 09/23

- Designed and delivered an engaging game development curriculum, leading to a 100% course completion rate and the use of industry-standard game engines like Twine to teach narrative development.
- Empowered students to craft compelling and meaningful narratives, resulting in a 30% increase in students' game design project scores.

ASSISTANT FACILITIES MANAGER | LauraGlenn Apartments | 06/18 - 09/22

- Oversaw maintenance of multiple residential properties, ensuring residents' needs were met and schedules accommodated.
- Coordinated property maintenance for optimal resident satisfaction.

INTERN | Washington Technology Industry Association (WTIA) | 06/17 - 09/17

- Collaborated on the construction of an interactive Tech Company Web Map through data analysis and design.
- Researched and reviewed data of the Seattle Tech Company Universe.

Notable Projects

FLIGHT INSTRUCTOR & MENTOR | @ Marymoor RC Club | 09/23 - Present

- Instructed over 200 flight hours to student pilots focused on basic to intermediate maneuvers.
- Developed and implemented training programs for student pilots.
- Provided mentorship for 7 students, helping 2 complete their proficiency checks for the club.

AFFILIATES WEBSITE REDESIGN | Practicum Project | 06/23 - 09/23

- Efficiently led a project team to complete a full website redesign using Figma, resulting in improved user engagement, enhanced stakeholder collaboration, and valuable insights gathered from key partners for informed decision-making.

ATOMIC HABITS APPLICATION | Academic Project | 09/22 - 12/22

- Developed a prototype that successfully fulfilled all project rubric requirements. ensuring that it aligned with the project's goals and expectations.

GTA COLLABORATIVE DESIGN CHALLENGE | Personal Project | 08/21 - 11/22

- Led a global team of over 30 level designers, contributing to the creation of two high-quality levels recognized within the Grand Theft Auto (GTA) V community, with a combined total of 75,000 views online.
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Skills

User Experience Design, Creative UX/UI Design, Data Analysis, UX Research, Data Reporting, Testing, Content Personalization, Game Level Design, SQL, Figma, Tableau, Photoshop, Lesson Planning, HTML/CSS, Python