

RON ROSENMAN

www.ronrosenman.com
ron.rosenman@gmail.com
646.247.9597

20+ years building physical and digital products, services, tools, and experiences.

I weave software development, product design and storytelling principles across ideation, research, and engineering activities to bridge gaps between teams and drive change within organizations.

EXPERIENCE

Collins Aerospace

collins.com
July 2021 - Present

Associate Director, UX Technology Strategy

- Directing design, engineering and product management workstreams on a multi-year dual-track agile program with the Collins Aftermarket organization
- Developing and scaling applications to drive labor productivity and efficiency gains across the Collins MRO network, expected to save the company \$4.4M annually
- Coordinating a CX analytics reporting solution for use by application teams across Collins
- Co-founding Collins UX Center of Excellence (CoE) and helping to set the initial agenda

Raytheon Technologies (RTX)

rtx.com
April 2018 - July 2021

Associate Director, Software Development and Solutions Engineering, Enterprise Services Digital Accelerator

- Leading the front-end development team of an engine health monitoring application
- Developing an MVP and initial pilot for a consumer facing HVAC product-as-a-service
- Contributing to strategy and solution architecture for Connected Factory initiatives
- Establishing an XR research lab at the Digital Accelerator
- Organizing and convening the inaugural United Technologies XR Summit, and then establishing and chairing an ongoing RTX-wide XR Community of Practice (CoP)

Snap Snap Design

snapdesign.com
Dec 2016 - Present

Founder, Principal

Offering design technology services across the full product development lifecycle, in verticals spanning legal tech, retail, and healthcare. Clients include frog, Method, and Vice.

- Building prototypes to demonstrate emerging technologies and speculative interfaces
- Leading a team of journalists and designers to produce interactive data visualizations
- Developing a multi-touchpoint simulation of a next generation drive-thru experience for a leading global fast food chain

Gensler

gensler.com
Sept 2015 - Nov 2016

Creative Technology Lead

- Defining the emerging Digital Experience Design (DXD) practice at Gensler
- Supporting design teams with technology strategy and UX prototyping
- Leading the research activities of the DXD Lab
- Directing web development across the Brand Studio
- Developing visualization tools for the Architecture and Brand Studios

frog

frogdesign.com
July 2009 - Aug 2015

Principal Design Technologist

- Teaming with strategists and designers (VD, IxD, ID) to create engaging and delightful award-winning products and services
- Building interactive prototypes and simulations to demonstrate early design concepts
- Implementing production design language systems and reference code
- Facilitating an internal research group to investigate physical computing and gestural interfaces for installations and events

Buro Happold

burohappold.com
June 2008 - July 2009

Software Developer

- Writing custom software to rationalize complex geometry for fabrication
- Authoring a suite of internal tools to automate Revit and drive BIM adoption
- Designing + developing a web-based tool that layers NYC building codes over GIS data

Rockwell Group

rockwellgroup.com
June 2007 - June 2008

Interaction Designer @ The LAB

- Developing The Lab's capabilities to explore, experiment, and demonstrate interactive experiences augmented with digital technology
- Creating full-scale prototype and early applications for interactive table
- Modeling 3-D laser cut display surfaces for projection mapping
- Producing a set of capacitive drinking glasses for a dining installation

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EDUCATION

Harvard University Cambridge, MA

AB in Computer Science. Coursework in C/C++ Programming, Graphics, Hardware, Networks, Theory of Computation, Data Structures and Algorithms, Mathematics, Physics, Lab Electronics, and Electronic Music.

Stevens Institute of Technology Hoboken, NJ

Masters of Engineering in Product Architecture. Coursework in Interaction Design, Physical Computing, Scripting for Design Applications, Parametric Modeling, Digital Fabrication, Structural Analysis, Environmental Analysis, and Numerical Optimization.

SPONSORED RESEARCH

Incorporated incorporatedny.com March - June 2008

Created a tool for exploring programmatic possibilities of the firm's signature residence. Developed a genetic algorithm to consider a user's preferences regarding proximity, adjacency, and view to suggest favorable options during Schematic Design.

Aranda/Lasch arandalasch.com Nov 2007 - Feb 2008

Developed software simulations, animations, and physical models inspired by cellular automata and self-assembling structures for "Rules of Six" installation commissioned for the MoMA exhibition "Design and the Elastic Mind".

SOM som.com Sept 2006 - May 2007

Lead developer on a team embedded in an SOM architecture studio. Wrote software during Schematic Design phase that quantified the views from a residential tower to drive its initial form, and then optimized across various architectural efficiency metrics.

TEACHING

Stevens Institute of Technology Hoboken, NJ Sept 2008 - June 2010

Adjunct Professor (*Object-Oriented Programming for Design Applications*)
Taught programming to graduate students in the Product Architecture Lab. The course introduced programming concepts in Java (Processing) and then moved into .NET programming and automation of 3D modeling applications such as Rhino and Catia

SKILLS

Product Management & Solution Architecture

Experience leading Lean, Agile, Scrum, Kanban projects; Backlog management tools: Jira, Azure DevOps, Trello, Asana; Technical documentation: Object & data modeling, System diagrams, Product roadmaps; Writing use cases, functional specs, end-user documentation

UX Design

Conducting user research; Facilitating ideation workshops; Building user personas, journey maps, information architecture, wireframes; Usability testing & validation; Presenting to stakeholders; Scripting and delivering product demos

Front-End Development & Design

Well versed in HTML, CSS, SASS, Bootstrap, Design systems, Javascript (React+Redux, Vue+Vuex, Node, Express, Jest, jQuery), Data Visualization (Tableau, ECharts, D3, three.js). Proficient in Figma, InVision, Sketch, Illustrator, Photoshop.

Creative Coding & Prototyping

Processing, p5.js, openFrameworks, Kinect, Alexa, Unity, Arduino, Raspberry Pi, Basic soldering and wiring.

Software Development

Recent experience on a Mac using Unix shell adhering to a Gitflow workflow.
Database: SQL Server (TablePlus); API Framework: Java Spring Boot (VS Code)

Previous experience spanning many languages and platforms including: C/C++, Python, MySQL, PHP, Wordpress, iOS (Swift, Objective C, Xcode, PhoneGap), Flash (ActionScript, Flex, AIR), .NET (VB, C#, Visual Studio), Java (Struts, Hibernate, Maven, Eclipse), Cold Fusion.

INTERESTS

Ethical AI/ML, Generative Art, Gestural Interfaces, Spatial Audio, Analog Synths, Chess, Yoga, Parenting three boys.