

RON ROSENMAN

Hastings-on-Hudson, NY | ron.rosenman@gmail.com | (646) 247.9597 | ronrosenman.com | linkedin.com/in/ronrosenman

20+ years bringing physical and digital products, services, tools, and experiences to life.

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

Pratt & Whitney

prattwhitney.com

Sept 2022 - Present

Digital Solutions Lead - Remote

- Establishing the data visualization strategy within the F135 sustainment organization to support the transition to a data mesh architecture
- Leading UX research, design, and prototyping of new visualization tools and applications
- Partnering with business stakeholders and data engineers to deliver data products at scale

Collins Aerospace

collinsaerospace.com

July 2021 - Sept 2022

Associate Director, UX Technology Strategy - Remote

- 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
- Co-founding the Collins UX Center of Excellence (CoE)

United Technologies

utc.com

April 2018 - July 2021

Associate Director, Software Development - Brooklyn, NY

- Leading the front-end development team for a jet engine health monitoring application
- Contributing to strategy and solution architecture for Connected Factory initiatives
- Co-founding and chairing a company-wide XR Community of Practice (CoP)

Snap Snap Design

snapsnapdesign.com

Dec 2016 - Present

Founder, Principal - Hybrid

- Offering design technology services to support the full product development lifecycle in verticals spanning healthcare, legal tech, publishing, real estate, and retail.
- Leading business development and project scoping activities
- Managing freelancers and occasionally client staff onsite to deliver functional MVP's and production software in an iterative, agile manner.
- Building prototypes to demonstrate emerging technologies and speculative interfaces

Gensler

gensler.com

Sept 2015 - Nov 2016

Creative Technology Lead - New York, NY

- Establishing the Digital Experience Design (DXD) practice and leading research activities within the DXD Innovation Lab
- Supporting design teams with technology strategy and custom tool development
- Directing web development projects across the Brand Studio

frog

frogdesign.com

July 2009 - Aug 2015

Principal Design Technologist - New York, NY

- Teaming with strategists and designers 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

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.

Training/Certification

Thayer Leadership, Implementing SAFe (Scaled Agile Framework)

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SKILLS

Solution Architecture & Product Management

Technology evaluation and selection; Data strategy; Data modeling; Authoring system diagrams, technical specifications, implementation roadmaps; Leading Lean, Agile, Scrum, Kanban projects and teams; Backlog management tooling: GitHub, Zenhub, Jira, Asana, Azure DevOps.

Software Development

Recent experience:

Data Engineering: Databricks, Python, GraphQL, Airflow, Jenkins
Databases: SQL Server, Postgres
Data Visualization: Tableau, Power BI, Apache Superset
JS Framework: React

Additional selected experience:

HTML, CSS, SASS, Bootstrap, Javascript (Vue, Node, Express, Typescript, jQuery, ECharts, D3, threejs), PHP, MySQL, Wordpress, C/C++, Java (Eclipse, Spring Boot, Struts, Hibernate, Maven), iOS (Swift, Objective C, Xcode, PhoneGap), Flash (ActionScript, Flex, AIR), .NET (Visual Studio, VB, C#), Cold Fusion.

User Experience Research & Design

Research planning; Facilitating ideation workshops; Leading product usability testing; Storyboarding and presenting product demos to stakeholders, clients, trade audiences; Implementing and extending design systems; Developing user personas, journey maps, user flows, wireframes, information architecture. Product design tooling: Figma, Sketch, InVision, Illustrator, Photoshop, InDesign.

Creative Coding & Prototyping

Processing, p5.js, openFrameworks, Kinect, Alexa, Unity, Arduino, Raspberry Pi; Basic electronics, circuit board design, soldering and wiring.

Technical Writing

Product briefs, Case studies, Epics/User stories, Developer documentation, End-user documentation, Let's Go New Zealand.

INTERESTS

Ethical AI/ML, Generative art, Gestural interfaces, Spatial audio, Analog synths, Chess, Yoga, Parenting three boys.