

SCOTT OJA

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Profile

An avid learner and craftsman; I am dedicated to producing design that is intelligent, thoughtful and fluid. Great design goes beyond just satisfying a customer's functional needs; it stems from a deep curiosity that seeks to define solutions that are intuitive, compelling and more human. Now and throughout my 20 year career, I continue to be inspired by the art of making the complex simple within the evolving nature of technology.

Skills

Product Design

Task Analysis
Persona Creation
Storyboarding
Wireframing
Prototyping
Visual Design
User Testing
Information Architecture
Specification Creation
Flow Diagrams

Management

Lead Cross Functional Teams
Project Management
Design Leadership
Component Development
Design Pattern Development
Agile Methodology
Design Systems
Pattern Usage Review
Design Architecture
Enterprise Design

Tools

Sketch
Photoshop
Illustrator
Dreamweaver
HTML/CSS/Javascript
Omnigraffle
Visio

Relevant Experience

Principal Interaction Designer at Oracle

September 2010 – Present

- Collaborate in large agile cross-functional UX environment with distributed visual designers, interaction designers, researchers, PM, strategy, development, performance, accessibility and architecture teams.
- Owner, designer, and SME for multiple sets of common core components: data collection patterns (tables, lists, cards, and common toolbar), responsive UI shell (navigation, global header, global search, keyword autosuggest behavior), and faceted global search.
- Craft user-centric design, define goals and requirement gathering, generate detailed technical specifications, facilitate reviews with stakeholders, tech doc, QA, and monitor implementation of core components through the release cycle.
- Mentor and lead design teams during multi-phase Next-Generation Framework Pattern Design initiatives.
- Design and define the design-time and runtime requirements for wizard screens, UI for internal IDE and external customer extensibility tools.
- Contribute to the design system by supporting internal facing UI Patterns, Guidelines and Standards Documentation team, update and maintain common core Sketch wireframing symbols, work with Visual Design team to continuously validate and implement the evolving visual language.

Contracting Interaction Designer at Oracle July 2008 – September 2010

- Defined, coded and maintained skin agnostic common Visio stencil smart-shape wireframe libraries.
- Contributing team member managing and implementing real-time updates to Internal/External facing UI Patterns, Guidelines and Standards documentation site content.

UI Designer at Morphlix, Inc. December 2007 – September 2008

- Lead visual design of television set-top box user interface and consumer facing web site.
- Redesigned brand identity, established identity standards for logo usage, presentation templates (MS Word & Powerpoint), and produced digital assets.

User Experience Product Manager, Sr. at BEA Systems June 2005 – May 2008

- Served as User Experience champion focusing on areas of cross product consistency and compliance with corporate marketing brand standards & guidelines.
- Design lead focused on Eclipse based GUI & Web UI designs, branding and icon development for 13 BEA product teams.
- Managed functional requirements for Eclipse IDE Performance testing program.

Lead Interface Architect at S1 Corporation June 1999 – June 2005

- Managed UI design teams in the US and India for the development of JSP web-based full service insurance and self-service transactional banking applications.
- Co-Chaired UI Best Practices Group whose charter was to set corporate positions and standards on accessibility, code, browser validation and UX design patterns.

Lead Designer at Digital Glue July 1997 – August 2000

- Managed the design, project management consulting, production, and sub-contracting services with national and international clients.

Owner/Creative Director at Sage Design & Interactive December 1997 – August 2000

- Solicited, designed, developed, and maintained multiple client relations.
- Identified target markets and implemented client marketing strategies and solutions.

New Media Specialist at CheckFree Corp. September 1996 – November 1997

- Designed innovative interactive interfaces and implemented custom client branding and icon development for traditional financial software and bill presentment applications.

Multi-Media Specialist at Interactives Inc. January 1996 – August 1996

- Graphics Specialist for multimedia company. Designed, produced, and programmed full electronic media packages: kiosks, interactive floppy brochures, websites, and CD projects.

Education

Portfolio Center, Atlanta, Georgia
Graduate Studies in Graphic Design

June 1995 – March 1996

Colorado State University, Fort Collins, Colorado
BFA in Graphic Design

August 1989 – December 1994

Patent

US20090138856 A1: System and Method for Software Performance Testing and Determining a Frustration Index.