SHARI BENKO

UX of AI Designer

ShariBenko.com

WORK EXPERIENCE

General Dynamics Mission Systems (Nov. 2017 - Present)
Senior UX Researcher/Designer
User Experience Center of Excellence
Designer of multiple AI user experiences for various DoD programs using a user centered design approach including contextual interviews, creation of user workflows, and design of interactive prototypes for usability testing. UX Product Owner for [Live Training Transformation (LT2) Product Line](#) involving defining and prioritizing design requests, project scoping, goals, and defining deliverables that support end user needs. Designed and prototyped 3D Data plot AI/ML solution to enhance user experience for a tactical EW operational testing platform which includes the ability for users to incorporate feedback to improve the performance algorithms over time. Redesigned UX messaging for [GDMS](#) internal and external audiences to gain a stronger presence for the UX COE within GDMS.

Intel Corporation, Hillsboro, O.R. (Feb. 2017 - Oct. 2017)
Lead UX Researcher/Designer
Intel Nervana (Artificial Intelligence Products Group)
Created dynamic experiences for deep learning data scientists by conducting UX research, creating and evaluating user workflows, conceptualizing, designing, building and testing prototypes of new functionality for the Intel Nervana deep learning products suite.

Intel Corporation, Hillsboro, O.R. (Jan. 2016 - Feb. 2017)
Lead UX Researcher/Designer
Analytics and Artificial Intelligence Solutions Group
Provided UX direction from a user centered standpoint to various projects within the Analytics and AI solutions group. Worked to improve the UX presence in the data analytics workflow of [TAP](#), an Open Source PaaS, by creating personas, conducting contextual interviews with data scientists, analyzing work-flows, interactive Axure prototyping and usability testing new and existing UI interactions.

Blue Nile Inc., Seattle, W.A. (Oct. 2014 - Dec. 2015)
Interaction Designer
Designed interactive experiences to compliment existing brand strategies using a user centered approach to design. Identified user needs, created user workflows, and created interactive Axure wire-frame prototypes for new website features. Planned, conducted, and analyzed the results of user testing on interactive wire-frame prototypes as well as existing website elements to evaluate and improve the usability of designs prior to implementation.

EDUCATION

M.S. in Interactive Media
Quinnipiac University, 2015.

B.A. in Communications
State University of New York at Cortland College, 2001.

SKILLS

USABILITY TESTING

USER WORKFLOW DIAGRAMMING

USER PERSONA CREATION

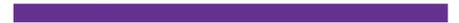MISSION/TASK ANALYSIS

KLM (Keystroke Level Modeling)

ADOBE CS

INTERACTIVE PROTOTYPING
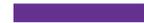
MIL-STD DESIGN

UX PROJECT MANAGEMENT

AI DEVELOPMENT LIFE-CYCLE

HTML/CSS

D3.JS

PYTHON

JSON

XML

CONTACT

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