



CLAUDE WILD

Product & Usability Architect

ABOUT ME

Hi, I'm a passionate creative designer and developer who has been working in product development for Theme Parks for over 10 years. My curiosity drives me to overcome challenges in user experience and product functionality everyday. Using my knowledge of usability and my experience as a developer; I am able to discover new ideas to provide enhanced user flows and usability of the product.

CONTACT ME

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PROFESSIONAL SKILLS

- Human Centered Design
- Interaction Design
- User Research
- Persona / End-User Needs
- SCRUM / Agile Development
- Development Concepts
- Prototyping / Usability Testing
- ADA Compliance
- ReactJS
- React Native
- ActionScript

PERSONAL SKILLS

- Servant Leadership
- Creativity
- Team Leader & Management
- Communication
- Ability to Work Under Pressure



WORK EXPERIENCE

USABILITY ARCHITECT

accesso 2018 - 2019

Integrated Usability Process based on Human Centered Design into our Product Discovery and Research & Development processes.

- Development estimates 35% more accurate during Story Time.
- Created Usability Design Documents, allowing for a single source for development, QA, and Stakeholders to reference.
- Improved upon multiple projects with Usability pitfalls.
- Successfully integrated Prototyping A/B testing into design process.
- Developed process to work within our Agile/SCRUM environment.

SR. MANAGER, CLIENT APPLICATIONS

accesso 2016 - 2017

Led a team of 21 developers in developing solutions for over two dozen applications as acceso began Global initiative.

- Helped in converting our development process into an Agile SCRUM environment.
- Worked directly with Clients in defining better user process and discovering needs of their end-users and guests.
- Led team in converting our software for moving our servers to AWS.

MANAGER UI DEVELOPMENT

accesso 2012 - 2015

Led Design and Front-end development teams in developing eCommerce solutions and also aided in development across our platform.

- Designed software that won multiple awards at IAAPA for ticketing and theme parks.
- Took our eCommerce platform and developed it for Mobile.
- Developed eCommerce solution that saw an average sales growth of 20%+.

UI ENGINEER

accesso 2009 - 2011

Lead Developer for eCommerce, Kiosk, and back of house solutions. Designed and developed with usability as main focus, using ActionScript, PHP, and JavaScript.

- Developed entire Receipt process for eCommerce.
- Designed and Developed POS solution for Clients.
- Worked directly with President of acceso in designing solutions.

FRONT-END DEVELOPER

Imisshtml 2008 - Current

Designer and Developer for Mobile based Games and Applications for iOS and Android using React / React-Native, PHP, and ActionScript.

- Developed Gladiator: Rise of Legends, an MMO Strategy PvP game with over 15,000 players so far.
- Developed Texas Hold'em Positioning Odds, an app that gives probability odds based on seat position for Texas Hold'em Poker.
- Developed MindFlow, an IQ enhancing game based on N-Back method.
- Developed multiple websites, such as NijaFaith.com



EDUCATION

MASTER OF SCIENCE IN MOBILE GAMING

Full Sail University 2013 - 2014

BACHELOR OF ARTS IN DIGITAL ARTS & DESIGN

Full Sail University 2007 - 2009