

Elaine Montambeau

User Experience Design and Research

My focus is on simplifying complex products and processes through user-centered design and strong design skills with the ability to align stakeholders. Committed to collaborating with designers and cross-functional teams to achieve optimal design solutions while meeting business objectives.

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EXPERIENCE

User Experience Designer (Contractor)

Aug. 2023 – present

[ProMedix Inc.](#) (Precision Patient Monitoring)

- Reduced the time needed to collect physiological data by streamlining the iOS APP interface.
- Reduced cognitive load by simplifying information on the status of the data collection process.

Senior Product Designer | [Meta](#) (Via TEKsystems)

Jan. 2021 – May 2023

- Significantly reduced the time that developers spent on up-stream and down-stream privacy tasks, through the design of internal privacy applications, to meet privacy regulation requirements.
- Improved developer sentiment toward privacy work with the reduction in time they spent on privacy tasks.
- Demonstrated the value of quick usability studies using Figma prototypes, prior to launching, by successfully collaborating with developers and project management.
- Improved developers' adoption of internal tools through quick user testing and iteration.
- Grew developers' understanding of the UX design process by leading several hands-on exercises to provide them with UCD tools they could use immediately.

Senior User Experience Designer | [Baxter](#) (aka Hillrom | Welch Allyn) Oct. 2009 – Jan. 2021

- Contributed to the differentiation of Welch Allyn's medical device products by consistently applying UX design methods and techniques across all phases of development, ensuring a user-centric approach that delivered a positive user experience. *Activities: immersion field studies, translating requirements into design solutions, creating low and high-fidelity designs, creating prototypes for usability testing, design iterations and documentation.*
- Kept UX project phases on schedule by creating and maintaining a schedule of UX tasks and deliverables, and consistently communicating with a cross-functional team.
- Provided recommendations and options based on formative usability studies, that at times required redirecting project development.
- Filled a project need for a Principal Investigator for early R&D development projects that require data collection from human subjects.

User Experience Designer (Contract)

Sept. 2003 – Oct. 2009

[Welch Allyn](#) (Medical Diagnostic Device Manufacturer)

- Ensured consistent implementation of the UI components and patterns by creating an interface style guide that covered device hardware and software ecosystem.
- Future proofed design consistency by collaborating with product stakeholders to understand design requirements of current and future products.
- Increased cross-functional team awareness of UX team processes through information graphics.

[IEEE](#) (Institute of Electrical and Electronics Engineers)

- Conducted usability testing, analyzed results, and reported findings with recommendations.

[NCI](#) (National Cancer Institute)

- Developed and designed wireframes of educational material on the NCI website.

[AARP](#) (American Association of Retired Persons)

- Improved consistency and reduce time users spend on internal operations web portal. *Activities: Designed information architecture, navigation, and UI. Performed usability testing and design iteration.*

[Center for Plain Language](#) Washington, DC (Volunteer)

- Continued my role as a web designer for the College of Charleston in a contractor role.

Lead Web Designer | [The College of Charleston](#)

Aug. 1999 – Sept. 2003

- Improved the usability and incorporate updated UI in the redesign of the College's main website. *Activities: information architecture, navigation, UI design, usability testing, HTML and CSS.*
- South Carolina State, Section 508 Web Accessibility Training Committee member. Reviewed and organized training sessions for SC State web developers on WCAG.

AREAS OF EXPERTISE

- Contextual Inquiry
- Heuristic Evaluation
- Task Analysis
- Usability Testing
- Information Architecture
- Persona Development
- Wireframes
- Design Mock-ups
- Low & High-fidelity Prototyping
- Journey Mapping
- Medical Device Development and user testing (Embedded, Web, Mobile)
- Working knowledge of AAMI/ANSI HE75:2009, ANSI/AAMI/IEC 62366, Part 1, IEC 60601-1-6:2010

TECHNICAL SKILLS

- Figma
- Axure
- Adobe Creative Suite (Illustrator, Photoshop, XD, InDesign)
- Microsoft Office Suite
- Google Workspace
- Apple iWork
- Smartsheet
- Miro

EDUCATION

- Rochester Institute of Technology M.S., HCI
- University of Michigan, B.F.A., Concentration in Graphic Design (Industrial Design core courses)

ACHIEVEMENTS

- Navigation Feature for Electrocardiograph Device UI Patent US 9,414,787 B2
- Medical Device Housing for Electrocardiography Device Patent US D717,441

PRESENTATIONS

User Experience Design & Medical Devices. Cornell University

User Research Tools in Action – A Case Study. University of Pennsylvania