Jeff Sprague

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JeffSprague.com

Experience

Radius Innovation a Jabil Company

Senior Product Experience Designer March 2020 - June 2020, Chicago, Illinois

Product Experience Designer
December 2015 - March 2020, Chicago, Illinois

Helped guide clients through product innovation to meaningful solutions that established product strategies. Working with a multidisciplinary team, I conducted and synthesized research, facilitated workshops, established strategic frameworks, designed digital and physical product experiences, prototyped and tested ideas to arrive at appropriate solutions per client goals.

Select Clients: SmileDirectClub, Nissan, Baxter Health, Ameda, Kimberly Clark Professional, PepsiCo, Bissell, Cronos, Badger Robotics

Mothership (a startup nonprofit), Program Designer January 2017 - December 2019

Co-created Mothership Certified, empathy based training for healthcare professionals that merge the practices of experience design and patient services, qualifying for Nursing Continued Education Units. Mothership is currently part of Social Innovation Lab at Johns Hopkins Technology Ventures.

Josh Owen LLC, Design Intern

Summer 2015. Rochester, New York

Engaged in the research and development of concepts for Loll Kikkerland and Umbra Shift. Also involved in the storytelling ideation and content development of Josh Owen's book, Lenses of Design.

BZDesign, Design Intern

September 2013 - March 2014. Rochester, New York

Supported in the user-centered design of medical products. Responsibilities included user research, concept generation, prototyping and CAD modeling.

Objective

I am seeking a summer internship in research and design strategy to apply my perspective & skill sets to complex services, products, and business challenges within the context of a diverse, multidisciplinary team.

Education

Institute of Design, IIT

Master of Design Expected May 2022 Sam Farber (OXO Founder) Fellowship Recipient

Rochester Institute of Technology

BFA Industrial Design 2015 Minor in Sustainable Product Development GPA 3.67 | Dean's List all Terms

General Assembly

User Experience Design November 2017 - February 2018

Design Research and Synthesis

Skills

Workshop Facilitation
Design Frameworks
UX/UI
Sketch/XD/Figma
InVision
SolidWorks
Keyshot
Sketching
Prototyping
AR/VR Development
Adobe Creative Suite
Presenting

Odds and Ends Experience

Installer & Attendant @ an Art Gallery

2011-2015

Learned how to sweat the details during the installation of shows, and how to educate guests with to story of the artists and their work.

Host

@ a Wine Bar Summer 2013

Learned how planning and organization are critical, but also the ability to be flexible is essential for smooth service.

Maintenance Crew

@ a Summer Camp Summers 2009 & 2010

Learned how taking ownership of unglamorous tasks, like maintaining trails, is critical to camper experience.

Caddie

@ a Country Club Summers 2005-2012

Learned about the value of conversation and being of service to others.