

RON ROSENMAN

ron.rosenman@gmail.com | (646) 247-9597 | ronrosenman.com

20+ years bringing digital products, services, tools, and experiences to life.

I weave software development, product design and storytelling principles across ideation, research, and engineering activities to bridge gaps between teams and drive change within organizations.

EXPERIENCE

Pratt & Whitney

prattwhitney.com
Sept 2022 - Present

Digital Solutions Lead

- Leading digital strategy and solution implementation across multiple projects within the F135 sustainment organization, with a focus on data interoperability and visualization
- Working with data engineers and business stakeholders to deliver reusable data products
- Driving UX research, design, and prototyping initiatives to explore new ways of working

Collins Aerospace

collinsaerospace.com
July 2021 - Sept 2022

Associate Director, UX Technology Strategy

- Directing design, engineering and product management work streams on a multi-year dual-track agile program with the Collins Aftermarket organization
- Developing and scaling applications to drive labor productivity and efficiency gains across the Collins MRO network, expected to save the company \$4.4M annually
- Co-founding the Collins UX Center of Excellence (CoE)

United Technologies

utc.com
April 2018 - July 2021

Associate Director, Software Development

- Leading the front-end development team for a jet engine health monitoring application
- Contributing to strategy and solution architecture for Connected Factory initiatives
- Co-founding and chairing a company-wide XR Community of Practice (CoP)

Snap Snap Design

snapsnapdesign.com
Dec 2016 - Present

Founder, Principal

- Offering design technology services to support the full product development lifecycle in verticals spanning healthcare, legal tech, publishing, real estate, and retail.
- Leading business development and project scoping activities
- Directing small teams, either remote or onsite per engagement, working in an iterative, agile manner to deliver outcomes ranging from interactive demo to production software
- Building prototypes to demonstrate emerging technologies and speculative interfaces

Gensler

gensler.com
Sept 2015 - Nov 2016

Creative Technology Lead

- Establishing the Digital Experience Design (DXD) practice and leading research activities within the DXD Innovation Lab
- Supporting design teams with technology strategy and custom simulation software
- Directing web development projects across the Brand Studio

frog

frogdesign.com
July 2009 - Aug 2015

Principal Design Technologist

- Teaming with strategists, designers, and technologists to create engaging and delightful award-winning products and services
- Building interactive prototypes and simulations to demonstrate early design concepts
- Implementing production design language systems and reference code
- Facilitating an internal research group to investigate physical computing and gestural interfaces for installations and events

EDUCATION

Harvard University

Cambridge, MA

AB in Computer Science. Coursework in C/C++ Programming, Graphics, Hardware, Networks, Theory of Computation, Data Structures and Algorithms, Mathematics, Physics, Lab Electronics, and Electronic Music.

Stevens Institute of Technology

Hoboken, NJ

Masters of Engineering in Product Architecture. Coursework in Interaction Design, Physical Computing, Scripting for Design Applications, Parametric Modeling, Digital Fabrication, Structural Analysis, Environmental Analysis, and Numerical Optimization.

Training/Certification

Thayer Leadership, Implementing SAgE (Scaled Agile Framework), RTX AI/ML Essentials

RON ROSENMAN

ron.rosenman@gmail.com | (646) 247-9597 | ronrosenman.com

SKILLS

Solution Architecture & Product Management

Technology evaluation and selection (build vs. buy analysis); Data modeling; Authoring system diagrams, technical specifications, implementation roadmaps; Leading Lean, Agile, Scrum, Kanban projects and teams.

Project Management Tools: GitHub, Zenhub, Jira, Asana, Azure DevOps.

Software Development

Recent experience:

Data Engineering: Databricks,

Python (pandas, PySpark), Jenkins

Databases: SQL Server, Postgres

Data Visualization: Tableau,

Power BI, Apache Superset

JS Framework: React

Additional selected languages and frameworks:

HTML, CSS, SASS, Bootstrap, Javascript (Vue, Node,

Express, Typescript, jQuery, ECharts, D3, three.js), PHP,

MySQL, Wordpress, C/C++, Java (Eclipse, Spring

Boot, Struts, Hibernate, Maven), iOS (Swift, Objective

C, Xcode, PhoneGap), Flash (ActionScript, Flex, AIR),

.NET (Visual Studio, VB, C#), Cold Fusion.

User Experience Research & Design

Research planning; Facilitating ideation workshops; Leading product usability testing; Storyboarding and presenting product demos to stakeholders, clients, trade audiences; Implementing and extending design systems; Developing user personas, journey maps, user flows, wireframes, information architecture.

Design Tools: Figma, Sketch, InVision, Illustrator, Photoshop, InDesign, Affinity Publisher.

Creative Coding & Prototyping

Processing, p5.js, openFrameworks, Kinect, Alexa, Unity, Arduino, Raspberry Pi; Basic electronics, circuit board design, soldering and wiring.

Writing

Product briefs, Case studies, Epics/User stories, Developer documentation, End-user documentation, Copywriting (website/marketing/promotional), Let's Go New Zealand.

INTERESTS

Ethical AI/ML, Generative art, Gestural interfaces, Spatial audio, Analog synths, Chess, Yoga, Parenting three boys.