

Resume for Oz Richter

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About me

I'm a Designer & Researcher, and leader of creative people.

Over 12 years of experience in leading design initiatives to craft great products that delight users and impact business goals. I advocate for users by communicating their needs to create the best experience possible.

What I Do:

I help companies meet business KPIs using design strategies.

- Mentor, guide and lead designers & user researchers to craft great products
- Translate business goals & user needs into design solutions
- Establish UX guidelines, Agile processes and Design Systems
- Lead Design Thinking activities, facilitate Design Sprints
- Collect and feed user, client & industry insights to the company

Work Experience

2016 – 2020

UX Design & Research Team Leader @CWT

As the Team Leader at Carlson Wagonlit Travel, I oversaw the design for applications and services that drove the corporate travel market. I managed an international team of talented UX Designers & Researchers, and inspired them to push the boundaries of what's possible. I have instilled UCD methodologies into my company's DNA through UX work processes that have had a direct impact on the company's KPIs.

2014-2016

User Experience Design & Research @CWT (formally 'Worldmate')

Leading the creation of unique and inspirational products in corporate travel, from conceptual stages through production. I Identified & set product strategy by distilling user needs into an experience that benefits business goals.

2015-2015

UX Mentor @CareerFoundry

As a mentor, I hosted private online sessions with students in the User Experience Faculty. During these sessions, my responsibilities included teaching according to lesson plans in UX design and research methodologies, and reviewing assignments.

2011-2014

Product Design, User Experience @AT&T

As lead designer for the AT&T Connect line of products, I guided a team of GUI and UX designers while delivering UX work for mobile and web applications. My responsibilities included conducting user testing, research, creating personas and user stories, wireframes and prototypes. My role involved working with Agile and Waterfall development teams, from Israel and the US.

2011-2014

Interactive Design Lecturer @6B Studio

As the interactive design lecturer in the faculty for graphic design, I was responsible for creating lesson plans, teaching Interactive design methodologies and mentoring the students in their final projects.

2010-present

Owner, Design Lead @BittleBottle

As the Design Lead in the company, I was entrusted with all user experience deliverables including research, and UX/UI design, along with product management. My role involved business strategy, product management, user-research, concept, and art direction for mobile applications.

Education

2018 Yale, New Haven, Connecticut



Certification, Business Management for Creative Leaders

Business certificate program curated for design professionals in partnership with AGIA at the Yale School of Management.

2011 Graduate from Bezalel, Jerusalem, Israel



Visual communications dept. B.design

Interactive Design Program

Military service

2005 I.D.F Intelligence corps – unit 8200



Emergency systems and applications

Military clearance - Top secret