

# STEFAN GANCHEV

[stefanganchev.com](http://stefanganchev.com) | [ganchev.stefan@gmail.com](mailto:ganchev.stefan@gmail.com) | 515-326-2305

password: **pacifica**

## Education

### MFA, Graphic Design

Iowa State University 2010 - 2013

### BA, Art, Comp Sci

Simpson College 2005 - 2009

## Skills

Interaction Design  
User Interface Design  
User Experience Design (UED)  
User Research  
Usability Testing  
Rapid Prototyping  
Wireframing  
Design Systems  
Graphic Design

Figma  
Sketch App  
ProtoPie  
Framer  
Adobe Creative Suite  
Axure

ReactJS  
Material-UI  
HTML5 / CSS3 / Responsive Design  
iOS Development in Swift  
Bootstrap  
AngularJS  
MySQL / SQL Server  
C#  
NodeJS  
Git

Agile and Jira  
Scrum

Blender  
Fusion 360  
After Effects  
Cinema 4D

Third Wave Automation

## FOUNDING LEAD PRODUCT DESIGNER

Apr 2022 - Nov 2024

I was the Lead Designer for the Robot Fleet Management System - a user interface where operators can supervise and remotely control fleets of autonomous forklifts. I designed the end-to-end experience from concepts to high-fidelity prototypes and detailed user flows. Additionally, I conducted regular user research which allowed me to define the future design direction of the product.

- Designed concepts and developed highly interactive prototypes in Figma and ProtoPie
- Conducted regular contextual inquiries and moderated usability tests for design validation
- Collaborated with Engineering on design implementation and UX quality assurance
- Architected and developed the Figma design system and the company's branding guidelines
- Oversaw all design at the organization, including all Marketing design
- Managed and directed design contractors supporting Product and Marketing projects

Ridecell

## SENIOR PRODUCT DESIGNER

Apr 2019 - Apr 2022

I led the design of Nemo - a Big Data platform for extraction, analysis, and search through autonomous driving scenario data. I designed the Ridesharing mobile app platform which aimed to digitize the taxicab industry in the US and abroad. Additionally, I led the development of Ridecell's design system.

- **Nemo:** designed the end-to-end experience in Figma and developed highly interactive prototypes with ProtoPie; conducted user testing
- **Ridesharing platform:** designed the end-to-end experience for iOS, Android, and mobile web in Sketch; developed highly interactive prototypes with ProtoPie
- **Design system:** developed design guidelines and components in Figma, React, and Storybook

Intel Corporation

## UX DESIGNER

July 2013 - Apr 2019

I was responsible for the experience design of several applications within Intel's Supply Chain and Finance business groups. Additionally, I led Intel's enterprise design system effort.