

Shaul Hagen

User Experience & Production

Contact Me

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Portfolio Site

shaulhagen.com

Creating memorable user experiences that impact people for the better through established processes and honest, realistic, and kind leadership.

EXPERIENCE

Never Settle — UX & Production / Design Director

SEP. 2012 - OCT. 2020

Assisted in managing an over one million dollar revenue portfolio. Secured capital investment within the first four years of founding the organization. Left ownership to further my career in other related technology driven experiences and mediums.

Eight years plus of experience in UI/UX design, branding, product design, international project management. Multifunctional abilities including marketing, product design, branding, technology consulting, and video production to name a few.

- Point of Sale product (UI/UX)
- NS Dashboard CRM Web Software (UI/UX)
- Produced and managed over 20 mobile app projects including Hebrew Flashcards app with over 200k downloads (UX/UI, PM)
- Produced and managed hundreds of client websites (UX/UI, PM)
- Designed and managed multiple simple kids game projects for enterprise level family subscription platform (UX/UI, PM)

Clvr.tv — Lead Graphic & Media Designer

JUN. 2011 - SEP. 2012

Responsible for branding, customization design, UI and UX for our flagship product, the Clvr Video Player. Designed hundreds of solutions including custom themes, plugins and admin interfaces within a large Wordpress multisite network.

QualVu — Web & Media Designer

DEC. 2007 - APR. 2011

UI/UX, web design, and marketing for video-based cutting edge asynchronous video market research tools.

- Designed UX/UI for web based video based market research platform used to conduct asynchronous video focus group and experiences (UX/UI)
- Designed enterprise level presentations used by our researchers to share market research findings back to clients such as P&G, Nestle, Dodge, Chrysler, Whirlpool, and other Fortune 500 companies (Design & Layout)
- Led and managed marketing website and led transition of site from engineer updated site to a site that could be edited and completely managed by the marketing team without developer hand holding (UX/UI, Design)
- Collaborated with global team which grew from five to over 100 people during my tenure and was later acquired by Focus Vision

SKILLS

User Experience Design
Production & Project Management
Managing Client Relationships
Managing Globally Distributed Teams
Extensive Remote Experience
UI & Graphic Design
Game Design
Product Design

Adobe XD
Adobe Photoshop
Adobe Illustrator
Adobe Premier
Unreal Engine
Unity
Visual Scripting (Blueprints, Bolt)
Core Game Engine

Trello
Asana
RedBooth
NS Dashboard (*internal PM product*)
Google Sheets
Version Control

VALUES

Transparency
Creativity
Problem Solving
Listening
Honesty
Boundaries
Humility
Teamwork

EDUCATION

CG Spectrum College of Digital Art & Animation, Intro Game Design

Completed Intro to Game
Design course July 1, 2020