

CHRIS RUMBLE - SENIOR UI DESIGNER

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To whom it may concern:

As the Senior UI Designer at Mavenlink I have the privilege of working with a wide breadth of individuals in product development. Daily, I interact with everyone ranging from product visionaries, through researchers, validators, designers and into developers and marketers. Currently and throughout my career I have worked with some of the best in the business and people on a journey to master their field.

Lukas came to us in July 2015 and we were fortunate enough to hold onto him for 6 months. During that time I frequently worked with Lukas on various projects with ranging deadlines at a number of stages in the product development process. An example of this was reworking task details from a drawer where a fair amount of information was buried to a side panel with clear labels and easily accessible information. After a fairly long UX/Design phase we were confident that we had solved most of the usability issues of the old design but still had some pending questions. Lukas took the mocks and built out 3 robust prototypes in proto.io to help us validate our solution and find solutions for our pending questions. The prototypes were fluid and polished enabling him to get reliable feedback without users getting distracted by UI or interaction jank that usually plagues prototypes. The script was another masterful piece of the equation structured in an unbiased and strategic order, allowing us to not only test initial reactions and overall usability but learnability as well. The process exposed some new issues that we hadn't considered, resolved our pending questions and most importantly established a process within the company for resolving the unknown.

One of the most memorable things about working with Lukas was his infinitely jovial and eager demeanor. It didn't seem to matter what the project was, he was ready to get started and more often than not already at a whiteboard ready to collaborate. During working sessions as we would be wading through some complex user need ideas, solutions or alternate causation would flow out of us, feeding off of each other like some Seattle based garage band about to make their debut. Hours would fly by and either our solution would become more apparent or which questions we needed to answer next would surface. The entire process was engaging producing some of the most innovative and unparalleled results.

I can't recommend Lukas enough as a skilled UX/Product Designer as well as co-worker, and I am sure with the completion of his studies he has increased his knowledge and procedural prowess even further. It can't go without mention that as I write this review I hinder my own cause, as working with Lukas again would be a privilege. Thank you for your time and this chance to evaluate a co-worker that I worked so closely with and respect infinitely.

Thanks,
Chris Rumble