



Contact Info

PORTFOLIO

davegoodmanuiuxdesign.com

E-MAIL

info@davegoodmanuiuxdesign.com

Education

Baker College

2006 - 2010 / AUBURN HILLS, MI

Bachelor's degree in Graphic Communications with a dual concentration in both traditional graphic design and web design.

Skills

INTERACTION DESIGN

UI DESIGN

UX DESIGN

VISUAL DESIGN

ACCESSIBILITY (WCAG 2.2)

PROTOTYPING

WIREFRAMING

HTML

CSS

USABILITY TESTING

Writings

How to make publishing platforms more accessible

TPGI'S INCLUSION BLOG / 2020

Talks

Panel discussion: The importance of accessible UX content and design

LAVACON / 2020

Experience

CapTech Consulting

Inclusive Design Manager

NOVEMBER 2023 - PRESENT / REMOTE

Led cross-functional teams to deliver web and mobile experiences exceeding WCAG 2.2 AA standards, driving interaction design and AI-driven prototyping in Figma, conducting automated, AI-assisted, and manual accessibility audits, defining remediation roadmaps, and facilitating usability testing with assistive technology users to ensure inclusive, real-world accessibility.

Level Studios

Experience Lead

MAY 2021 - NOVEMBER 2023 / REMOTE

Led the creation of scalable, accessible design systems across multiple client accounts, collaborating with cross-functional teams to deliver intuitive wireframes, prototypes, workflows, and technical specifications aligned with business goals and accessibility standards.

TPGi

Principal UI/UX Designer

APRIL 2019 - MAY 2021 / REMOTE

Led the creation of an accessible design system for the next generation of TPGi's ARC SaaS platform, shaping its interaction design and navigation architecture. Partnered with external agencies to ensure the TPGi website redesign and rebrand met accessibility best practices, and contributed to the design of the ARC marketing site. Conducted usability testing with assistive technology users to ensure true accessibility.

Lambert

UI/UX Design and Development Lead

JUNE 2017 - FEBRUARY 2019 / DETROIT, MI

Directed the end-to-end design and development of client websites, ensuring projects stayed on schedule and within budget. Collaborated with design and development teams to define semantic structures and intuitive information architectures, using wireframes and prototypes to guide the creation of high-fidelity designs aligned with business and technical requirements.

Stahls' ID

UI/UX Designer

JUNE 2014 - JUNE 2017 / STERLING HEIGHTS, MI

Collaborated with the digital team on the UX, interaction, and UI design for the 2015 relaunch of Stahls' e-commerce platform. Led the end-to-end design and development of subsidiary web properties and created digital assets including landing pages, web graphics, and photo retouching.

Internet Brands

Web Designer/Front-End Developer

AUGUST 2012 - JUNE 2014 / AUBURN HILLS, MI

Played a key role in creating high-converting landing pages that supported lead generation and A/B testing initiatives. Collaborated with the digital team on the design and development of the company's mobile-first redesign of its flagship website.



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Experience

Chrysler

Contract Web Designer/Front-End Developer

JULY 2012 - AUGUST 2012 / AUBURN HILLS, MI

Led the design and front-end development of Chrysler's employee dashboard, creating an intuitive interface that streamlined internal workflows and reporting. Collaborated closely with stakeholders and developers to deliver the project on schedule within an aggressive 3-month timeline.