Eric Le Tai

Based in Orange County, I'm a product designer and researcher specialized in data and customer insights. I deliver value through improved user experience and business return on investment (ROI).

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EXPERIENCE		
HealingHand Tech	UX Research Internship	
Dec 2023 - Present	• Assist in the development of a post-	-stroke rehabilitation program for stroke patients.
24SevenTalent	Product Designer (Contractor)	
Sept 2019 - Present	 Created internal point-of-sales syst Client: Living Spaces 	em to baseline order creation/management for a retailer.
Hoag Hospital	Product Designer/Research (Hybrid)	
Oct 2021 - May 2023	Formed internal UXR process with a	inic team to build UX for seniors to access Medicare & MA. operations/stakeholders to digitize Hoag Irvine expansion. migrating users from phone to online with EHR integration.
United Collective	Integrated Art Director	
May 2018 - Aug 2019	 Created all social media creative for two clients with an internal team of four. Pitched six presentations to drive internal creative and win additional clients. Mentored two junior design interns with weekly social media creative. 	
	Client: Comcast, California Milk Processor, Chick-fil-A, SouthNorte, Kinecta	
Gearshift Ad	Art Director	
Sept 2015 - May 2018	 Aided four photoshoots across California introducing new Yamaha Motors vehicles. Directed photoshoot & video interview three students to showcase the prestige Sage Hill High. Created over 40 different digital/print magazine ads/brochures for Yamaha racing winners. 	
	Client: Yamaha Motors, Sage Hill, N	1other's Wax, Toyo Tires.
The Garage	Associate Art Director	
Apr 2012 - Sept 2015	 Created over 60 different types of banner ads collectively for MazdaUSA.com and social media. Ideated and created social media concepts to increase 7% - 11% growth in traffic to website. Launched Mazda Motorsports redesign alongside over ten internal pages on MazdaUSA.com. 	
	Client: Mazda Motor Corporation	
METHODS		TOOLS
 Interview Market Research Empathy Map Personas Journey Map Usability Test Prototyping 		• Figma • After Effects • Adobe XD • Photoshop • Illustrator • InDesign • Sketch • InVision • Webflow

Premiere
 Keynote
 Ethn.io
 UserTesting

User Research • Storyboards

• User Flows • Team Workshop • Affinity Mapping

EDUCATION

ELVTR Course	UX Gaming Certification (2024)
UCLA Extension	UX Certification (2020-2021)
The Book Shop	School of Advertising (2015-2017)
Cal Poly Pomona	Bachelors in Graphic Design (2006-2011)

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