

Eric St. Onge

I'm a **Designer and Developer** interested in building products and services that improve productivity and enable creativity.

Portfolio

<http://ericstonge.com>

Email

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Phone

(415) 728-5941

Location

New York City

Design Skills

UX Design
Design Prototyping
User Research

Development Skills

iOS applications
macOS applications
HTML, CSS, and Javascript

Professional Experience

Design Lead, Monitoring & Summarization

I work across multiple squads to research, design, and deliver features for **Dashboards, Email Alerts, and Sharing** for AlphaSense's financial search engine.

AlphaSense

10/2020 - Present

Design Lead, Health Consumer Platform

I designed features and coordinated design activities for MSK's Patient Portal, and designed tools for care providers. We worked to quickly revise our products during the initial COVID-19 crisis.

Memorial Sloan

Kettering Cancer Center

12/2019 - 10/2020

Design Lead

I worked on features to help users **book conference rooms** and improve meeting experiences, for web and iOS. I contributed to the iOS app to improve polish and add animations.

WeWork

11/2018 - 12/2019

Senior Product Designer

I was the first designer for the **Aetion Evidence Platform**. I refreshed it with a modern look and feel, designed new features improved existing features. I organized Aetion's first **hackathon**.

Aetion

11/2016 - 11/2018

Designer and Prototyper

I designed and prototyped features for **Paper by FiftyThree**, including onboarding, navigation, sharing, and image editing. I contributed as an engineer to the iPhone and iPad app.

FiftyThree

2/2014 - 11/2016

Interaction Designer

I designed features and built prototypes for **Pages, Numbers, Keynote, and iBooks** for macOS, iOS, and the web. I was the lead designer for the charts component.

Apple

12/2011 - 2/2014

Senior Software Engineer

I was on the first team of 10 engineers to prototype the **iPad**. I contributed to **iChat** and **Photo Booth** for MacOS, including text and video features. I spoke at **WWDC** from 2006-2008.

Apple

8/2005 - 5/2009

Education

MFA, Interaction Design

I graduated as part of the the inaugural class of the interaction design program. The curriculum is built around design, business, technology, and people.

School of Visual Arts

5/2011

BS, Electronic Media/Computer Science

I graduated *summa cum laude* with a dual major in Electronic Media, Arts, and Communication and Computer Science. My studies concentrated in human-computer interaction.

RPI

5/2004