

# Luke Schenker Senior Interaction Designer / Design Lead

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Portfolio: [anew.so/portfolio.pdf](https://anew.so/portfolio.pdf) • [linkedin.com/in/luke-schenker](https://linkedin.com/in/luke-schenker)

## Summary

A **senior designer of 7+ years**, with the specialization of leading design and research strategy within a product team, and the general experience and skill of building and managing a company. From micro design considerations to macro business context, I thrive in complexity. I love helping others - both in collaboration and through my products, and am thrilled to grow as a designer, mentor, and lead.

## Anew Founder

2020 - 2025, 4 years 8 months

### Product

Smartphone "OS" to enable guided self-treatment of negative behavioral and mental health results of phone use.

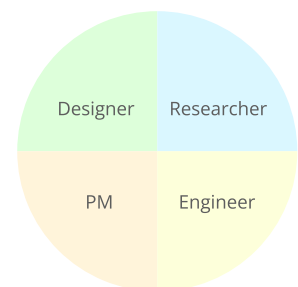
### Key Points & Achievements

- **Led product, development, and management**, and commercialized a product.
- Hired and created 6 masters level Carnegie Mellon internships across disciplines.
- Achieved a **49% average reduction in daily anxiety for users** using our MVP.
- Designed and employed a hybrid research approach, blending a **psychological research study with UX research**, providing a clear picture of how to improve in terms of both product experience and treatment efficacy.
- Curating weekly on-sites mixed with remote work allowed me to encourage and **support team members, while giving them autonomy** to ask for deeper support or take charge of their own deadlines.

## Skills & Technologies

- UX Research & Prototyping
- Cross-Functional Collaboration
- Design Systems
- Mentoring & Team Leadership
- Full-Stack Development Strategy

### Role breakdowns



## Uber ATG Senior Interaction Designer

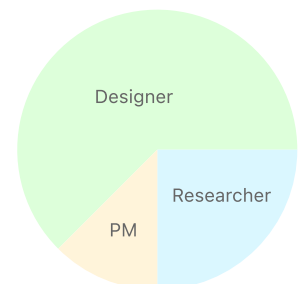
2018 - 2020, 1 year 5 months

### Product

Map Maker application, a single unified product facilitating data distillation from autonomous vehicle collection to producing maps that autonomous cars use live.

### Key Points & Achievements

- **Sole designer** on the product, tightly collaborating with our PM.
- **Improved overall user efficiency by 27%**, saving the company \$72k/month, with some features' user efficiency improving up to 70%.
- Started weekly stakeholder cross-discipline review sessions to ensure alignment, and was **active daily in collaborating with users and managers** by conducting observations, interviews, and user tests.
- Closely guided the delivery of 4 senior engineers, ensuring their **clear and comfortable understanding** of their goals through close collaboration, and extensive design review sessions.



## John Hancock Financial UX Designer

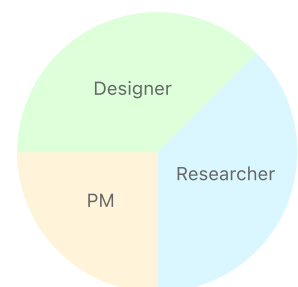
2016 - 2017, 1 year

### Products

Internal forex trading app and an external insurance shopping app.

### Key Points & Achievements

- **Led UX research and design for two novel products**, collaborating closely on development and delivery.
- As 1 of 3 first design hires, much of my role was **teaching and demonstrating design and research best practices**, and how they could be incorporated into existing company processes, especially for unfamiliar PMs and management.
- My team's insurance shopping app **outperformed three other global divisions'** products in an internal company competition.



## Carnegie Mellon University Self-Defined BA

- Led HCI capstone team; project **received \$1.4M in further government funding**.
- Co-founded startup that raised **\$125k in angel investment**.

