

ADAM MANDELMAN

USER EXPERIENCE & WRITING CONSULTANT

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I untangle complicated stories about people, technology, and their environment to reveal actionable user-centered design insights. And with over 15 years of professional writing and editing experience, I help clients produce effective communication tools for a wide variety of audiences in both technical and creative settings.

RELEVANT EXPERIENCE

Production Lead, Palace Collective Artist Residency & Retreat

JANUARY 2022 – PRESENT

Worked in a team of 6 to lead an off-year retreat for an international, radical, queer artist's community and residency. Continuing as a core team-member for the Collective's 2023 ten-day residency for 150 participants.

Experience Designer, Freelance, Amsterdam

DECEMBER 2019 – PRESENT

Provided user-centered design consulting and technical and persuasive writing to clients including academic researchers, urban planners, artists, and a leading Dutch biotech startup.

User Experience Designer, Fabrique

JANUARY 2020 – MARCH 2021

Conducted research, conceiving & strategy, prototyping, and pitching for museums and other cultural-sector clients.

- Led discovery and design for a pilot platform at Brown University's John Carter Brown Library. The platform sets new standards in digital collections research and collaboration for an international community of scholars, students, and curators.
- Developed remote user journey mapping tools and workshops to better facilitate discovery and collaboration with our North American clients under COVID-19.
- Bridged the UX and development teams by researching and testing new technologies/standards that could be implemented in agency products.

Digital Designer, AUAS

AUGUST 2018 – JULY 2019

Led development of an immersive exercise product for researchers at the Netherlands Cancer Institute (NKI) exploring the effect of combining physical and cognitive training in patients recovering from brain cancer.

Managing Editor, Wisconsin 101

JULY 2015 – SEPTEMBER 2016

Led a web-based participatory history project out of its beta phase, including:

- User research for feature improvement and development.
- Streamlining the digital exhibit's navigation and information architecture.
- Overhauling the project's submission and editorial flows.

Developer & Managing Editor, Edge Effects

APRIL 2014 – MAY 2015

Designed and launched a public-facing magazine for an interdisciplinary research center.

- Led discovery workshops with the research center's community.
- Designed and implemented a community-based submissions system aimed at producing high-quality, accessible content twice weekly.
- Managed a team of six editors to build an audience of 6,000 views/month in < 1 year.

SKILLS

Design Discovery & User Research
Project Management
Storytelling, Strategy & Concepting
Testing & Evaluation
Writing & Editing

TOOLS

Adobe CS
Blender
HTML, CSS
JavaScript
Sketch, Prototipe & Hype
Sketchup

SELECT PUBLICATIONS

"Designing for a 1,5-Meter World: Why the Designers' Toolkit Won't Save Us," *Fabrique Blog*, July 2020

The Place with No Edge: An Intimate History of People, Technology, and the Mississippi River Delta, Louisiana State University Press, April 2020

"The Cost of the Coast," *Landscape Architecture Magazine*, July 2017

"Vanishing Act," *Landscape Architecture Magazine*, August 2016

EDUCATION

MSc, Digital Design (*cum laude*), Amsterdam University of Applied Sciences, July 2019

PhD, Geography, University of Wisconsin-Madison, July 2016

BA, Sarah Lawrence College, May 2003