SANDEEP JAMBHEKAR

USER EXPERIENCE DIRECTOR

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EXPERIENCE

SR UX/UI DESIGNER
Ogilvy Health
Aug 2021 - Present

Lead a team of Experience Designers that deliver measured, strategically-focused, engaging, usable, and accessible interactive experiences which are a delicate balance of end-user, client, business, and technology requirements, agency-wide.

ASSOCIATE DIRECTOR, UX
Saatchi & Saatchi Wellness
May 2021 - Jul 2021

Lead Experience Designer across several related product brands. Work closely with Strategy and Partner Agencies to ensure a cohesive experience across the entire ecosystem of products.

SR UX/UI DESIGNER / DIGITAL ART LEAD
Ogilvy Health
Sep 2017 - April 2021

Lead a team of Experience Designers to deliver insights-focused, engaging, attractive, and delightful digital products across several brands and client groups. Regularly evangelize UX/UI principles and practices to help infuse them into the fabric of our agency culture.

SR DIGITAL ART DIRECTOR
Ogilvy Health
Feb 2017 - Sep 2017

Designed UIs and Visuals for omni-channel digital campaigns to launch two new pharmaceutical brands into the market, while elevating digital experiences for several established brands.

UX/UI DESIGNER
MLBAM via Zeotrope
Feb 2017 - Jul 2017

Designed UX/UI artifacts, wrote user stories, and simplified complex interactions via daily sprints to address weekly user feedback, for Major League Baseball's Dugout App.

CREATIVE DIRECTOR
Green Room
Dec 2013 - Dec 2016

Built (from scratch), branded, and managed a Creative Division of this established PR firm. We won awards for branding, campaign, print and digital designs starting our very first year.

UX/UI DESIGNER
Theorem via TCG
Sep 2013 - Dec 2013

PRODUCTION MANAGER
Element Six Creative
Nov 2008 - Aug 2013

SR GRAPHIC DESIGNER
Johnson & Johnson
Nov 2005 - Oct 2007

GRAPHIC DESIGNER
Integra LifeSciences
Apr 2003 - Nov 2005

GRAPHIC DESIGNER
East Coast Advertising
Jun 2000 - Apr 2003

VP, PRODUCTION MANAGER
The Beacon Weekly
Sep 2000 - Dec 2002

SKILLS/TOOLS

Creative Direction	Experience Design	Interface Design	Interaction Design
Leadership	Empathy/Behavior	Wireframing	Prototyping
Mentorship	Strategic Thinking	Interface Design	Workflows
Collaboration	Info Architecture	Visual Design	Use Cases

Sketch	Figma	Photoshop	Indesign
XD	Invision	Illustrator	Powerpoint

EDUCATION

INTERACTION DESIGN FOUNDATION
UX Management
IN-PROGRESS

UXTRAINING.COM
UX Foundations
CERTIFICATE

WILLIAM PATERSON UNIVERSITY
Graphic Design
BFA

MIDDLESEX COUNTY COLLEGE
Advertising Graphic Design
AAS