

Josh Rubenoff

Oakland, CA

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Goal

I want to work with smart, experienced, and inclusive teams focusing on meaningful problems.

Tools

Pen and paper, active listening, facilitation, Sketch, Figma, Principle, After Effects, Final Cut, Sublime Text, Preview.app, Photoshop, Illustrator, Keynote, ScreenFlow, LICEcap

San Francisco Digital Services

Affordable Housing Design Lead, Aug 2018–Present

- Revamped design reviews to encourage shared understanding and faster consensus among 15+ stakeholders.
- Coordinated and helped build a new city-wide design system.
- Updated the design of the city's affordable rentals site to accommodate units for sale.

The Department of Better Technology (DOBT)

Design and Product Lead, Sep 2014–Dec 2017

- Led design and product for Screendoor, a shared inbox for form submissions.
- Created a rigorous, outcomes-focused design process.
- Wrote, designed, and implemented DOBT's design system.
- Led workshops to generate the company's core values.
- Helped lead DOBT to its successful acquisition by CityBase.

Aleré Accountable Care Solutions

Designer, June 2012–Aug 2014

- Helped design Aleré's electronic medical records for the web and iPad.
- Acted as Aleré's sole UI prototyper, animator, design QA lead, and HTML / CSS developer among a team of designers and front-end engineers.
- Regularly mentored colleagues to build capacity for these skills across the company.
- Led a skunkworks project to redesign our patient portal.

Skycore LLC

UX Lead, May 2011–2012

- Redesigned iOS, Android, and web apps for codeREADr, an enterprise barcode scanner for smartphones.