

Christopher Scott Ferenci

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Oakland, California

Education

University of California, Berkeley (Aug 2021 – May 2023)

Master of Information Management and Systems

California State University, Fullerton (Jan 2011 – May 2014)

Bachelor of Arts, Psychology

Work Experience

Deloitte & Touche (May 2023 – Present)

San Francisco, CA

Senior Solutions Consultant, AI & Analytics, Deloitte Government and Public Services

- Operated as UX Designer, Software Engineer, and Product Manager for Deloitte's Government and Public Services division- clients included FEMA and the California Department of Water Resources
- Led multiple work streams across Generative AI software development, Geographic Information Systems research and visualization, and API development and management
- Managed internal stakeholder and client meetings to strategize roadmaps and prioritize initiatives to achieve efficient and fast product delivery rate.
- Collaborated engineering, design, and management teams to accomplish software builds in a fast paced environment, leveraging technologies like the OpenAI API, React.js, Flask, and TailwindCSS
- Drove contract proposals worth up to \$20M by leading firm initiatives and teaming strategies.

Prius Intelli (June 2021 – Aug 2021)

Remote

Product Consultant (Contract)

- Led UX strategy, design, and build web prototypes for a proprietary GIS software using Figma, React.js, and TailwindCSS
- Held daily meetings with
- Collaborated with leadership to establish KPIs and refine product strategies.

TicketManager (Jan 2019 – Aug 2021)

Calabasas, CA

Design Strategist / User Interface Designer

- Spearheaded the platform redesign for applications used by 100+ corporate organizations.
- Designed a proprietary design system to standardize UX/UI across teams, reducing inconsistencies and increasing development time

- Conducted user research and stakeholder interviews, leading to a improvements in usability rating, increased customer satisfaction, and improved customer retention
- Prototyped features using Figma, Angular, and React for rapid client approval.

ESRI (May 2015 – Aug 2016)

Redlands, CA

Product Designer, User Interface Designer

- Led design for ESRI's mobile application suite, apps included Collector, Workforce, Survey123, Navigator, and Explorer
 - Developed internal design system for entire app suite, reducing design inconsistencies between apps, increasing development efficiency across different software teams, and improving overall user-experience
 - Managed a team of 3 designers across iOS, Android, and Windows apps with 100,000+ active users, delivering new functionalities like map visualization, fleet management and navigation, workforce management, and data collecting experiences.
 - Conducted usability studies using eye-tracking and interviews to refine product offerings.
 - Facilitated weekly design reviews, ensuring alignment with project goals and user needs.
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Skills & Tools

- **Skills:** Project Management, Agile, API Development, User Experience Design, User Research, Data Visualization, Figma
- **Languages:** JavaScript, Python, R, HTML, CSS
- **Frameworks:** React, Flask, TailwindCSS, D3