

# Roger Soucy

[linkedin.com/in/rogersoucy](https://www.linkedin.com/in/rogersoucy)  
[www.rogersoucy.net](http://www.rogersoucy.net)

Product / UX Design Leader

[Kingston NH, USA](#)  
(603) 770-9127

## Professional Experience

### Tallo

Sep 2024 - Aug 2025

#### Lead UX Designer

- Managed and mentored a team of three designers, fostering collaboration, creativity, and best-practice design in an inclusive, high-performance environment.
- Led end-to-end UX design for responsive web and native mobile products, delivering storyboards, task flows, IA, wireframes, and high-fidelity prototypes.
- Translated research insights and behavioral data into optimized user journeys that improved engagement, usability, and retention.
- Facilitated design sprints, workshops, and ideation sessions to accelerate innovation, validate concepts, and introduce AI-assisted design tools.
- Built, scaled, and governed a unified design system aligned with brand and business goals, ensuring consistent UI patterns, accessible components, and cohesive experiences.

### Eclipse Product Development

Apr 2018 - Aug 2024

#### UX Design Lead

- Led end-to-end UX/UI design, wireframing, and interactive prototyping for Medical, Life Sciences, and Consumer Health products, driving innovation, usability, and alignment with human-factors best practices.
- Served as primary client partner, managing project scope, requirements, deliverables, and cross-functional stakeholder communication to ensure successful UX outcomes.
- Designed complex interfaces for medical devices, including 3D surgical navigation systems, wearable ECG monitors, infusion pumps, rapid POC diagnostic platforms, and respiratory ventilators—improving workflow efficiency and clinical usability.
- Planned and conducted formative and summative usability testing for OTC and clinical devices; analyzed user data to optimize product performance, reduce use-related risk, and support regulatory and safety requirements.
- Co-invented two large-volume infusion pumps providing multi-channel infusion therapy for a market-leading platform; named inventor on [US Patent 2023/0115595](#).

### FIRST®

Jan 2017 - Jan 2018

#### Lead User Experience Designer (contract)

- Redesigned three core web platforms supporting team membership, event volunteering, and participant management, improving usability and streamlining program workflows.
- Presented research findings and UX recommendations to leadership, shaping design decisions across multiple youth robotics programs.
- Developed scalable interfaces and interaction models aligned with stakeholder goals to establish consistency across programs.
- Built interactive prototypes to validate design concepts, support usability testing, and improve cross-functional collaboration.
- Conducted heuristic evaluations and usability studies, translating findings into actionable design updates that enhanced overall user experience and accessibility.

### DEKA Research & Development Corp.

Oct 2014 - Jan 2017

#### Lead User Experience Designer (contract)

- Led and mentored a team of four UX designers delivering enterprise medical software for medication safety, inventory management, and hardware integration.
- Partnered closely with Product Owners and served as the client-facing UX lead, defining and refining requirements to ensure accurate, usable, and effective product solutions.
- Improved development efficiency by enhancing sprint workflows and reducing usability-related defects, contributing to higher product quality and smoother delivery.
- Created storyboards, task flows, wireframes, and interactive prototypes to validate requirements, support usability testing, and guide engineering implementation.
- Established UX processes, tools, and governance structures; integrated the design team with four agile development squads and aligned deliverables with the Digital Thread for full traceability.

### WSI Corp. (The Weather Channel)

Mar 2014 - Oct 2014

#### User Experience Designer

- Redesigned desktop software for Commercial Aviation Dispatchers and Air Traffic Coordinators, improving situational awareness and decision-support capabilities.
- Revamped an e-commerce platform for software subscriptions, enhancing usability, navigation, and overall customer experience.
- Collaborated with Product Managers and cross-functional stakeholders to define requirements, shape early design concepts, and align on product goals.
- Conducted user research through onsite interviews and surveys, identifying workflow constraints and refining task flows to support more efficient user operations.

## RPS Interactive, LLC

Oct 2012 - Present

### User Experience Design Consultant

- Partnered with startups and large corporations to deliver UX solutions across desktop and mobile web, native applications, and offline products.
- Led client projects from proposal through delivery, ensuring requirements were met, stakeholders were aligned, and design goals achieved.
- Developed wireframes, interaction designs, and interactive prototypes to support usability testing, validate solutions, and guide implementation.

## Russound

Jan 2004 - Oct 2012

### Product Manager

- Designed intuitive interfaces for iOS, desktop, touchscreen, and keypad products using sketches, wireframes, and interactive prototypes.
- Conducted user research via interviews, focus groups, and surveys to inform product strategy and optimize user experience.
- Managed product lifecycles for 4–8 active products simultaneously while overseeing a portfolio of 50+ products; directed product launches, negotiated licensing agreements, managed compliance testing, and owned profit & loss responsibilities.
- Recognized as NH High Tech Council Product of the Year Finalist (2011) for the DMS-3.1 media server.
- Co-invented a distributed intercom system with audio bus technology, contributing to innovative hardware solutions (named inventor on [US Patent 8,189,753](#)).

## Skills

- **Leadership & Collaboration**
  - Team Leadership, Mentorship, and Coaching
  - Client-Facing UX Lead & Stakeholder Management
  - Cross-Functional Collaboration (Product, Sales & Marketing, Software & Hardware Engineering, QA, Clinical, Regulatory)
  - Design Process Development, Governance, and Workflow Optimization
  - Facilitating Design Sprints, Workshops, and Ideation Sessions
- **UX Design & Interaction**
  - Wireframing, Storyboards, Task Flows, User Journeys
  - Interaction Design, Information Architecture, Responsive Web & Native Mobile
  - High-Fidelity Prototyping (Web, Mobile, Desktop, Hardware UI)
  - Design Systems Creation, Documentation, and Component Governance
  - Accessibility, Human-Centered Design, Heuristic Evaluation
- **User Research & Testing**
  - User Interviews, Focus Groups, Surveys
  - Usability Studies (Formative & Summative), Cognitive Walkthroughs
  - Task Analysis, Requirements Validation, Insight Synthesis
  - Prototype Testing and Iterative Design
- **Product & Technical Expertise**
  - Product Lifecycle Management & Roadmap Support
  - Requirements Definition & Refinement (Agile/Scrum)
  - Hardware/Software Interface Design (Medical Devices, Aviation, Consumer Health)
  - Compliance Testing, Traceability, and Digital Thread Integration
  - E-commerce, Subscription Platforms, Complex Workflow Systems
- **Tools & Methods**
  - Figma, Axure, InVision, Sketch
  - Agile/Scrum, Design Thinking, Lean UX
  - AI-Assisted Design Tools and Rapid Prototyping Methods

## Education

### CITI Program

Clinical Investigator Certification

2023

### Bentley University

UX Certificate Program

2013

### Scrum Alliance, Inc.

Certified Scrum Master

2012

### Pragmatic Institute

Product Management

2012