JESSICA CLAIRE

UI/UX DESIGNER

✉ resumesample@example.com

☎ (555) 432-1000

📍 100 Montgomery St. 10th Floor

SKILLS

- Figma
- Proficient with Photoshop
- Proficient in Illustrator
- Proficient in Sketch
- Proficient in Procreate
- Graphic Design
- UI Prototyping
- Design and Trend Research
- Good with various painting skills
- Good with photography and editing

EDUCATION AND TRAINING

Google Ux Design Certificate
Harrisburg, PA • 12/2023

Master of Science: Human-Computer Interaction

Google Ux Design Certificate
Google • 05/2022

6 Months Design Course: Ui/Ux Design

National Institute of Fashion Technology
05/2015

Master of Arts: Design

Goverment College of Bhopal
Bhopal • 09/2011

Bachelor of Science: Design and Visual Communications

SUMMARY

- Proactive and detailed UX Designer with three-plus years of experience with a minimalistic design aesthetic with a clear understanding and knowledge of all the current design software like Photoshop, Illustrator, Sketch, and Figma procreate.
- Thorough UI Designing offers resourceful assistance to generate critical cross-platform UI concepts, services, and processes. Juggles intricate analysis and planning needs to orchestrate and implement comprehensive designs.
- Leads custom UX concepts and projects to establish unique digital branding. A veteran at delivering guidance for complex design spec implementation processes
- Expertise in Web Design UI/UX Design. Extensive experience in creating initial web concepts and solutions using wireframes and rapid to high fidelity prototypes, integrating user-centered design, technologies, and business strategy.
- Safeguard design and UX standards across all platforms Strong conceptualization ability, attention to detail, creative eye, able to solve complex business challenges, while keeping in mind the needs of the end-user or internal business partners.
- Driving innovative and intuitive solutions within platform capabilities, constraints, and technical limitations.
- Comfortable in collaborative environments, working side-by-side with developers, business owners, and offshore teams, understanding their language, challenges, and constraints.
- Highly effective in relationship building. Goal-driven and motivated by project timelines. Proven track record of meeting project milestones and launch dates.

EXPERIENCE

Accenture - UI/UX Designer
Wixom, MI • 01/2022 - Current

- Generated UX concepts such as tasks analysis, storyboards, and use cases to accelerate user flow.
- Reviewed solutions to verify alignment with customer objectives, organization guidelines and benchmarks, and industry best practices.
- Redesigned and implemented complete web applications to meet web and industry standards.
- Worked with technical leads, engineers, and designers to develop dynamic client-side web applications across various areas of business.
- Crafted digital branding based on UI system layout, asset identification, and project requirements.
- Interviewed various users mostly employees, to understand the pain points in the existing website and transcribes and analyzed various data to discover new features and requirements.
- Reviewed and revamped 5 websites, 2 applications, and 2 social media handles
- Conceptualized and developed differentiating campaign ideas and ads like flyers, and banners across channels including social media, billboards, and prints.
- Worked closely with the developers to solve the accessibility issues in the website, like unreadable fonts, lack of standardization
- Introduced speech recognition feature for better accessibility.
- Iterated interface several times to finally boost the UX score by 25 percent.
- Spearheaded all design elements, templates, and brand consistency.
- Developed and documented style guidelines for website content.
- Single-handedly developed the website and application design for the brand.
- Developed brand identity like color, logo, etc. based on the clientele and market.
- Examined 15 plus existing websites to understand the market in terms of persuasiveness, Emotional Design, and conversions such as measuring properties for use of fullness, visual design, and content.
- Learned and practiced multiple development processes including Scrum, agile and lean.
- Developed responsive design and accessible wireframing to achieve a Ux score by .
- Achieved product milestones by establishing UX goals, priorities, and deliverables.
- Collaborated with developers to troubleshoot implementation issues and bring the product to reality.

World Of Gaya - Graphic and UI/UX Designer
City, STATE • 06/2015 - 12/2021

- Communicate effectively with both technical and non-technical individuals at all levels.
- Create a future state vision from the initial site map or skeletal frame using Figma, Photoshop, Adobe Xd, or by hand.
- UI Designer for mobile apps streamlined existing content and outdated materials in an effort to create a cleaner UI. Conducted customer needs analysis, wireframes, prototyping, and user testing. Created an online style guide for designers and developers to use as a reference. Created and maintained logo usage guide. Collaborated with account managers, and SEO department, creating initial web concepts using low to high fidelity prototypes and wireframes, integrating user-centered design, technology, and business strategy.
- Create current state analysis and feature function lists. . Solution taxonomy by creating information hierarchies, site maps, wireframes, prototyping utilizing Invisionapp.
- Website assessment and reporting.
- Keen understanding of site organization, consistency issues, and nomenclature. Troubleshoot and solve tough usability issues, identifying and mitigating risks to deliver solutions on time.
- Deliver UX feedback, test, and recommend improvements to exist systems and sites.
- Facilitate dialog around end-user requirements and business requirements. Provide guidance to technology during technical implementation to ensure user interface designs are implemented properly.
- Manage individual workload and deliver to agreed-upon project milestones.
- Develop and maintain enterprise-wide intranet and Internet for Confidential E-Business Dept. websites
- Develop prototypes (Image and clickable). Design and develop table-less web interfaces.
- Performed validation of completed sites, which included the debugging, and testing of code.

Gaya International - Internship in Design
City • 05/2015 - 06/2015

- Executed user-centered design process involving business research, user research, information architecture, interaction design, and prototyping.
- Developed user personas and scenarios in order to enhance functionality and usability for key audiences.
- Performed competitive analysis (Qualitative & Quantitative) and analyze findings to understand and validate product ideas and features.
- Conducted Surveys and Interviews for requirement analysis & collecting data. Delivered conceptual diagrams, wireframes, and prototypes to communicate ideas with broader UX, product, and engineering teams.
- Scheduled focus groups to conduct product feedback specifically as it relates to new features.
- Conducted 1on1 interviews and online surveys using sites like survey monkey and goggle forms.
- Performing usability testing (A/B Testing).
- Created High Fidelity Prototypes using Adobe XD. Organized design systems using components in Sketch and Figma to decrease the time needed to work on recurring deliverables.
- Collaborated closely with the engineering team and made sure designs are implemented to meet quality standards.
- Worked on critical features in parallel while identifying the risks, and issues and effectively communicating with the manager.
- Managed teams in the US as well as India and helped achieved 60% more productivity by suggesting meaningful improvements in internal software.
- Identified opportunities to create business value and improve the user experience based on user research.