





Jaymee Rosser

*"Striving to lead the way for
creative problem solving."*

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 JakRoss.com

 @jakross_

Major:
BFA New Media Design

Minor:
Business Management

Immersion:
Communications

Experience:

UI/UX Designer

Rochester Regional Health | Emerging Technology

June 2018 - December 2018

Produced wireframes and full designs of user interfaces, conducted user research, and defined user experiences for web and mobile applications. In addition to communicating with stakeholders, users and the development team to create a functioning and successful product.

Graphic Designer

Rochester Institute of Technology

2014 - Present

Created prints, graphics, logos and T-shirt designs for various events and clubs on campus. Worked with team members to develop themes, set deadlines, and deliver final product.

Intramural Manager

Rochester Institute of Technology

2015 - Present

Assisted in the training of supervisor and new referees. Instructed new referees on intramural rules and daily process of the work. Maintaining a controlled athletic event, and assuring the safety and well-being of all players, referees and attendants.

Leadership:

Team Captain

RIT Men's Basketball

Motivated and lead the team to work hard on and off the court. Participated in leadership development events provided by RIT Athletics. Increased moral and developed teammates into better students, players and young men.

Vice President of Health and Safety

Theta Chi Iota Psi Fraternity

Protect and preserve the overall well-being of the entire chapter, physically, mentally, emotionally, and spiritually. Organize educational and informative events on campus to raise awareness of various social topics. Worked with other officers to organize and maintain fraternal affairs

Skills:

UI UX Design

Installation Design

Branding

Illustration

Leadership

Communication

Interests:

Creating to help people.

Exploring new technologies.

Discovering better solutions

Influencing for the future.

Basketball

Programs:

Adobe Creative Suite

Cinema4D

Agile

Github

Processing

Unity