

# JARVIS BROWN

Frontend Designer | UI/UX Designer | Animator

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## SUMMARY

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Creative Frontend Designer with over 6 years of experience in animation, UI design, and interactive content. Skilled in transforming complex ideas into accessible, user-centered digital experiences. Experienced in building responsive web apps using HTML, CSS, JavaScript, Figma, and Adobe tools like Photoshop and Illustrator. Passionate about crafting engaging, accessible interfaces that enhance usability and storytelling.

## WORK EXPERIENCE

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### Frontend Motion Designer & Technical Artist

Animator

Ascend Learning | New York, NY

Ascend Learning innovates cutting-edge online learning solutions that empower individuals to enter, excel, and thrive in professions such as first responders, personal trainers, nursing, and other careers.

**12/22 - Present**

01/18 - 12/22

- Design and implement UI asset libraries in Adobe Illustrator and integrate them into Unity, improving the design-to-development workflow for responsive learning platforms.
- Create and animate 2D/3D characters and UI motion graphics using Blender and Unity to enhance simulations with realism and interactivity.
- Collaborate with cross-functional teams, including Developers, Writers, Learning Designers, and Assembly Engineers, to deliver accessible, engaging educational tools.
- Resolve QA tickets related to visual issues by developing scalable motion and interface solutions in agile production sprints.
- Leverage Unity scripting to streamline animation behaviors and optimize motion responsiveness across devices.
- Debug and refine visual components to ensure they align with UX goals, educational clarity, and accessibility standards.
- Maintain and evolve animation and asset pipelines to support scalable production and high-quality output across mobile, tablet, and web platforms.

### Animation Teacher

Xposure Foundation Inc | Brooklyn, NY

- Taught digital animation using Adobe Creative Suite and Autodesk Maya, fostering creativity and technical skill development in middle school students.
- Developed engaging, inclusive lesson plans to support storytelling, problem-solving, and visual design thinking.
- Encouraged collaboration through group projects, strengthening students' communication and feedback skills.

**08/17 - 01/18**

## PROJECTS

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### Frontend Designer & Developer

05/25 - 07/25

#### Ceramic Artist Portfolio Site

Responsive website to showcase an independent artist's work and expand her reach

- Designing and developing a mobile-friendly portfolio site using HTML, CSS, Bootstrap, and JavaScript with a focus on visual storytelling.
- Collaborating directly with the artist to understand branding goals and translate them into a cohesive design system.
- Building a scalable gallery feature to showcase artwork with optimized image loading and hover effects.
- Incorporating basic SEO strategies and social sharing integrations to help boost visibility and engagement.

### Frontend Designer & Developer

03/25 - Present

#### Taskly

A task management app that helps users organize and track daily to-dos with a clean, responsive interface.

- Designed and built the app using React, HTML, CSS, and Bootstrap with a layout created in Figma.
- Implemented features including task creation, completion toggles, filtering, and local storage.
- Showcases key frontend skills with plans for future API integration.

### UI/UX Designer

09/20 - 11/20

#### [Fit For You](#)

Cross-platform fitness app promoting at-home workouts

- Developed wireframes and interactive prototypes for iOS and Android using Adobe XD and InVision.
- Led usability testing and feedback synthesis to iterate on onboarding and navigation flows.
- Focused on simplicity and motivation in visual design to encourage user retention.

## CERTIFICATIONS

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### Full-Stack Development

03/23 - 12/23

Coding Dojo | Online

### UI Design Certificate

05/20 - 02/21

CareerFoundry | Online

EDUCATION

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<b>Masters in Fine Arts, Animation and VFX</b> Academy of Arts   San Francisco, CA	<b>11/11 - 11/14</b>
<b>Bachelors in the Arts, Media Arts and Animation</b> Illinois Institute of Art   Chicago, Illinois	<b>11/06 - 11/10</b>

SKILLS

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<b>Development</b>	HTML   CSS   JavaScript   Python   MySQL   Web Development   Git
<b>Design &amp; Tools</b>	UI/UX Design   Figma   Wireframing   Prototyping   Usability Testing   Storyboarding Illustration   Photoshop   Illustrator   Adobe Creative Cloud   Blender   Maya   Unity Cinema 4D   2D/3D Animation
<b>Platforms</b>	Jira   Confluence   Microsoft Teams   Slack   TortiseSVN   Github   Alfresco   Sharepoint Tempus