

JARVIS BROWN

Frontend Designer | UI/UX Designer | Animator

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SUMMARY

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

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

- Designed and implemented reusable UI component libraries in Adobe Illustrator, integrated into Unity to enhance design-to-development consistency and scalability across responsive learning platforms.
- Develop interactive UI animations and transitions in Blender and Unity to reinforce user feedback, guide navigation, and improve learner engagement within digital simulations.
- Collaborate with cross-functional teams, including Developers, Writers, Learning Designers, and Assembly Engineers, to deliver accessible, engaging educational tools. Collaborate with Developers, Learning Designers, Writers, Assembly Engineers and QA Engineers to ensure design systems, layouts, and motion behaviors function smoothly across responsive platforms.
- Translated visual concepts and style guides into interactive simulations, bridging static design and in-product implementation.
- Resolve QA tickets related to visual issues by developing scalable motion and interface solutions in agile production sprints.
- Used Unity scripting and animation controllers to streamline transitions, minimize performance issues, and ensure consistent UI behavior.
- 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

08/17 -

- 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.

01/18

PROJECTS

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.

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

Frontend Designer & Developer

05/25 - 07/25

[IYKYK Ceramic Portfolio](#)

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

- Designed and developed a mobile-friendly portfolio site using HTML, CSS, Bootstrap, and vanilla JavaScript with a focus on visual storytelling.
- Collaborated directly with the artist to understand branding goals and translate them into a cohesive design system.
- Developed a scalable gallery feature to showcase artwork, featuring optimized image loading, interactive hover effects, and functionality to add, delete, or rearrange images.
- Integrated Firebase as a cloud-based database for real-time image storage and retrieval, enabling easy content management.
- Deployed the site using Netlify, leveraging its continuous deployment features for efficient updates and live publishing.
- Incorporated basic SEO strategies and social sharing integrations to help boost visibility and engagement.

UI/UX Designer

[Fit For You](#)

09/20 - 11/20

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

Full-Stack Development

Coding Dojo | Online

03/23 - 12/23

UI Design Certificate

CareerFoundry | Online

05/20 - 02/21

EDUCATION

Masters in Fine Arts, Animation and VFX

Academy of Arts | San Francisco, CA

11/11 - 11/14

Bachelors in the Arts, Media Arts and Animation

Illinois Institute of Art | Chicago, Illinois

11/06 - 11/10

SKILLS

Development

HTML | CSS | JavaScript | Git | Firebase | Netlify

Design & Tools

UI/UX Design | Figma | Wireframing | Prototyping | Usability Testing | Storyboarding
Illustration | Photoshop | Illustrator | Adobe Creative Cloud | Blender | Maya | Unity Cinema
4D | 2D/3D Animation

Platforms

Jira | Confluence | Microsoft Teams | Slack | TortiseSVN | Github | Alfresco | Sharepoint
Tempus