

Jordan Vincent

User Experience Designer

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Education

University of Washington, M.Sc. in
Human-Centered Design & Engineering
2014–2016, Seattle, WA

Coursework: User Testing, Information Visualization,
Visual Communication, Qualitative User Research.

INSA of Lyon,
M.Sc. in Computer Science
2009–2016, Lyon, France

Ranked 28th over 665 students.
1st place at “24h de l’innovation” challenge.

Work Experience

Cogniac, UX Engineer

June 2016, San Jose, CA

- Design and development of the web-application and marketing website.
- Usability improvements of the web interface through usability testing, user interviews, and prototyping.

BitTitan, Web Developer Intern

June–September 2015, Kirkland, WA

- Designed and built a graph visualization to make call center scripts creation and visualization 10x more efficient and error proof.
- Led to a UX Designer Intern position as one of BitTitan’s first designers.

BitTitan, UX Designer Intern

October–December 2015, Kirkland, WA

- One of the 1st designers. Owned & redesigned the outbound cold calling software SalesAutomation.
- Followed the User-Centered Design process: user interviews and observations, personas creation, ideation, prototyping, and user testing.
- Brought UX principles to product development and improved collaboration between teams.

SixDoors, Web Developer

May 2013–May 2014, San Francisco, CA

- In charge of the development and support of SixDoors’s web apps: webstore, courier, and seller apps. Used EmberJS, and Ruby on Rails.
- Joined the company before public launch and took part in many decisions, consumers and partners support, deliveries.

Main Projects

Adminca, Admin panel as a service

September 2015–present, Seattle, WA

- Designed and developed an easy to setup and use interface as a service for developers and non-technical people.
- Followed a lean startup approach: user interviews, MVP, rapid iterations. Used by startups and mobile agencies around the world: 500 signups in two months, 150 weekly active users.

CityDomination, Multiplayer mobile game

September 2011–December 2012, Lyon, France

- Co-founder, designer, and developer. 1,000 downloads during the first month, featured in local newspapers and TV channels.
- Later acquired by MobInLife.

Main Skills

User Research
Personas
User Testing

Sketching
Brainstorming
Prototyping

Adobe Suite
Blender 3D

JavaScript
HTML & CSS
Ruby, Java

EmberJS
Ruby on Rails
Android

English
French