

# Jordan Vincent

## User Experience Engineer

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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 28<sup>th</sup> over 665 students.

1<sup>st</sup> 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 1<sup>st</sup> 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