JACOB E. SCARANI
UX/UI DESIGNER

Phone: (610) 757-5626
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Portfolio: https://jacobscarani.me

EDUCATION

Rochester Institute of Technology
Rochester, NY, USA
Major: Human Centered Computing
Minor: Japanese
Bachelor of Science - 2021

COURSES
- Prototyping And Usability Testing
- NMD Interactive II
- Design For Accessibility
- Research Methods II
- Geographic Visualization

Nanzan University
Nagoya, Aichi, Japan
Study Abroad - 2019

EXPERTISE

- UX/UI Design
- Product Design
- Interaction Design
- User Research
- Usability Testing
- Wireframing
- Prototyping
- WCAG Compliance

TECHNICAL/SOFTWARE

- Figma
- Sketch
- Adobe XD
- Adobe Illustrator
- InVision
- Miro
- HTML
- CSS
- JavaScript

LANGUAGES

- English - Native
- Japanese - Conversational

Experience

BUXTON, Remote, USA — 6/2022 - 10/2022
Retail Customer Analytics, SaaS

Product Designer

Design
- Wireframe and conceptualize new products.
- Design final designs for development handoff.
- Design responsive web experiences.

Design System
- Work within an existing design system to build scalable, reusable, and interactive components.
- Evolve and maintain design system UI guidelines.

LENELS2, Pittsford, NY — 6/2021 - 12/2021
Advanced physical security solutions, access control, video surveillance and mobile credentialing.

UX Designer Co-op

Design
- Designed for an access control security solution called Elements.
- Designed and animated an experience for a guest access solution using Figma and ProtoPie.
- Designed an experimental lockdown feature with a mobile shortcut for PO and PM review.

Research
- Conducted AB usability testing for video security solution with a ProtoPie prototype and existing UI.
- Conducted user research for the QA team to determine areas of improvement for the QA lab.

Component Library
- Migrated component library from Sketch to Figma.
- Maintained component library throughout the duration of the co-op.

Additional Experience

TAMAGO-DB, Tokyo, Japan — 6/2019 - 8/2019
Multilingual, multicultural cloud based platform with modern global recruiting practices.

Front-End Developer Intern

- Refactored code for data analytics page with charts originally configured using a legacy Google Charts library with a more modern C3.js library.
  - Used Laragon as a local deployment environment.
  - Updated designs in a Symfony 3 codebase using HTML, CSS, and JavaScript.

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MEMBERSHIPS

RIT UX Club - Member   2018-2021

The RIT UX Club is a group that aims to promote the visibility of Human Centered Design on the RIT campus, as well as its application within other programs of study in the college.

RIT eSports - Member   2020

Redesigned Website.

HOBBIES

- Video Gaming
- Hiking
- Photgraphy
- Guitar

Projects

JRCS Command Task

Description: A feature for the JRCS Command application that warns captains and officers on ships of impending collisions with with other ships.

Steps: Problem Evaluation > Sketches > Lo-Fi Wireframes > Hi-Fi Wireframes

Published: 2022

**URL:** https://jacobscarani.me/project/jrcs/

Guest Pass

Description: A guest access feature for an access control security solution called Elements that I designed during my time at LenelS2. This feature allows customers to provide visitors and guests a way to enter their building without assigning them a credential or keeping somebody on stand-by.

Steps: Problem Evaluation > Lo-Fi wireframes > Hi-Fi Wireframes > Animations

Published: 2021

URL: https://jacobscarani.me/project/guestpass/
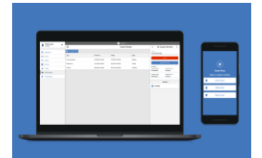
Laundy - Mobile App Prototype for Laundry Rooms

Description: App prototype for community laundry rooms that makes the experience easier and friendlier. This app would allow users to know when certain machines are available, in-use, and out of order. Additionally, it would make it easier for users to report issues with laundry room facilities.

Steps: Lo-fi Wireframes > Usability Testing > Hi-Fi Wireframes > Usability Testing

Published: 2020

URL: https://jacobscarani.me/project/laundy/
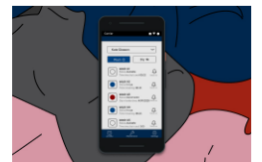
Magic The Gathering Vending Machine UI

Description: Prototype UI for vending machine that allows customers of trading card shops to buy and sell common and uncommon cards from the popular trading card game, Magic The Gathering. This vending machine could relieve some of the burden of trading card shop attendents when dealing with many customers.

Steps: Sketches > User Flow Diagram > Lo-Fi Wireframes > Style Guide > Hi-Fi Wireframes > Prototype

Published: 2018

URL: https://jacobscarani.me/project/mtg/