JACOB E. SCARANI
UX/UI DESIGNER

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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

Objective

Seeking new career opportunities in UX Design, UI Design, and Product Design.

Experience

LENELS2, Pittsford, NY, USA   **Summer & Fall 2021**

LenelS2 is the global leader in advanced physical security solutions, including access control, video surveillance and mobile credentialing.

UX Designer Co-op/Intern

Design
- 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.

TAMAGO-DB, Tokyo, Japan   **Summer 2019**

Tamago-DB is the easy-to-use, multilingual, multicultural cloud based platform designed with modern global recruiting practices in mind

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.

Additional Experience

Rochester Institute of Technology, Rochester, NY, USA   **Fall 2018 - Spring 20201**

A private research university in the town of Henrietta in the Rochester, New York metropolitan area.

Media Product Staff/Assistant

- Handled requests for video subtitling for deaf and hard of hearing students from university staff by sending videos through 3play.
- Uploaded subtitled videos and video subtitle files to staff video libraries.
- Managed staff video libraries.
- Recorded classroom lectures and events.

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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/