

JACOB E. SCARANI

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Industries

- Technology
- Music & Entertainment
- Interactive Media
- Travel
- Retail

Expertise

- Design
- User Research
- Usability Testing
- Wireframing
- Prototyping
- WCAG Compliance

Technical/Software

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

Education

Rochester Institute of Technology

Rochester, NY, USA

Bachelor of Science

Human Centered Computing, 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

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

Global leader in advanced physical security solutions, including access control, video surveillance and mobile credentialing.

UX Designer | Co-op/Internship

UX Design

- Designed and animated a user experience for a guest access solution using Figma and ProtoPie.
- Designed for Elements Platform Product.
- Designed user flow and process to create temporary guest passes to access buildings.
- 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 internal user research for the QA team to determine areas of improvement for the QA lab.
- Interviewed QA testers, front end development team, and additional QA Lab users.

Component Library

- Migrated component library from Sketch to Figma.
- Maintained Component Library for the duration of the internship.

Tamago-DB K.K., Tokyo, Japan

June - August 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

Front End Development

- 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 2021

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

Media Production Staff

- 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.

Memberships

- **RIT UX Club** – Member 2018-2022
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.
- **eSports** – Member 2020
Redesigned website.

Hobbies

- Guitar
- Video Gaming
- Hiking
- Photography

Projects

Laundry – 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

Tools Used: Figma

Published: May 2020

URL: <https://jacobscarani.me/project/laundry/>

Locator App – Mobile App Prototype to Find Dropped Items Using Computer Vision

Description: App prototype that makes it easier for users to find dropped items using computer vision. Users can select the type of item they are looking for and the app will circle any matching items it finds using the camera.

Steps: Sketches → Lo-fi Wireframes → Hi-fi Wireframes

Tools Used: Figma

Published: March 2022

URL: <https://jacobscarani.me/project/locator/>

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 attendants when dealing with many customers.

Steps: Sketches → User Flow Diagram → Lo-fi Wireframes → Style Guide → Hi-fi Wireframes and Prototype.

Tools Used: Figma

Published: December 2018

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