Whitney Jenich

*Interaction Designer
and Researcher*

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Hi,

I'm Whitney. A humanist, interaction designer, and researcher driven by resiliency.

Education

University of Washington
August 2018

Master of Human Computer Interaction + Design (MHCI+D)

Creighton University
May 2014

B.A. Graphic Design, B.A. Advertising

Skills

Design

Collaborative Ideation
User Interface Design
Sketching
Wireframing
Prototyping
Storyboarding
Frameworking
Visual Design
Illustration
Interaction Flows
Video Storytelling

Design Research

User Research
Usability Testing
Semi-Structured Interviews
Participatory Design

Toolkit
Sketch
inDesign
Illustrator
Photoshop
After Effects
inVision
Keynote
Principle
HTML5/CSS3
Premier Pro

Projects

Graduate Capstone Project
Sponsorship by Artefact / January - August 2018

Currently working with Artefact to understand and inform product specification surrounding preteens managing their food allergies.

Role:

_ Design lead for research report documentation
_ Design lead for participatory design exercises
_ Conducted six semi-structured interviews
_ Coded data
_ Created synthesis model

The Wait
Information Experience / April - May 2018

Five week service and experience design project targeting the hospital wait experience for the support system of a loved one during surgery.

Role:

_ Created initial outline of mobile application
_ Designed all illustrations
_ Aided in building the physical structure of our design
_ Organized experience prototype with three participants
_ Supported the documentation process

Astraia
Ideation Studio / September - December 2017

Ten week project focusing on researching, ideating, and synthesizing opportunities for streamlining the processes of the Seattle municipal court system, to provide better care and time spent on each case.

Role:

_ Conducted secondary research
_ Led one usability study
_ Conducted semi-structured interviews
_ Designed calendar and case interaction flows and interfaces.
_ Collaborated in designing UI Specification

Work

UX/UI Designer and Frontend Developer
Buildertrend / Omaha, Nebraska / June 2017 - January 2018

_ Created new features for the application based on user feedback.
_ Streamlined and simplified complicated processes already in use.
_ Developed the company's first form of brand documentation.
_ Debugged frontend issues.
_ Implemented Bootstrap into the desktop version.
_ Shared knowledge with back-end developers to tighten communication and resolve issues.
_ Introduced new ideas and project management tools, including inVision, to help streamline the process between product, design and development.

Web Designer and Content Creator
Zaiss & Co. / Omaha Nebraska / January - August 2017

_ Worked with multiple brand guidelines to create social media content and campaigns.
_ Designed and implemented websites, email newsletters print materials.