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<https://aubrey-jones-ux-ui-portfolio.netlify.app/>

Riverton, Utah



Aubrey JONES

UX/UI Designer

My name is Aubrey Jones and I create human experiences through empathy, research and design.

SKILLS

UX & UI Design

Interviews, User Personas, Affinity Diagrams, Empathy Maps, User Journey Maps, Sketches, Wireframing, Unit Testing, Style Guides, Design Systems, A/B Testing, Prototyping

Figma, FigJam, Adobe CC, Sketch, Miro

FRONT-END Development

HTML/CSS, SCSS, Bootstrap, Material UI5

JavaScript, React JS

BACK-END Development

MongoDB, Express.JS, Node.JS

EDUCATION

Utah Valley University

2017 – 2021

Bachelor's Degree

Web Design and Development
Emphasis in Web and App Development

DevMountain

2016 – 2016

Certificate

UX/UI Design

Salt Lake Community College

2011 – 2016

Associate's Degree

General Studies

EXPERIENCE

01. UX/UI Designer & Developer Freelancer

December 2020 – Current

As a UX/UI Designer freelancer I create product and graphic designs using some latest technologies such as Figma, Adobe Creative Cloud, Sketch, etc. I love that I get to explore my creative digital design passion at any time of the day and share it with others. I care to see projects through from inception to production and communicate with others as needed.

02. UX/UI Designer Instructional Specialist – Tutor – Grader

November 2020 – Current

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As a UX/UI Designer Instructional Specialist I get to mentor students and guide them throughout the UX/UI design thinking process and front-end web development. I provide written and verbal feedback on presented projects. I showcase a lot of beginning and advanced software demos such as with Figma, FigJam, Adobe XD, Miro, Codepen, GitHub suite, and Visual Studio Code.

03. UX/UI Designer Codafi Technologies

September 2020 – November 2020

We worked on agile design sprints as a team which included research, definition and ideation, wireframing, prototyping, and testing. We communicated with the clients. We designed and updated their style guides and feature requests with focus on lean UX.

04. UX/UI Designer and Developer Intern The Family Literacy Centers

May 2018 – December 2020

I worked on design sprints which included research, definition and ideation, wireframing, prototyping, and testing. I redesigned their Algebra 1 program to have a modern layout and updated it to fit HTML5 and CSS requirements.