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

Riverton, Utah



# Aubrey JONES

Product Designer

I am always ready for a challenge that helps customers have a better human-centered experience through collaboration, research, and visual design. Feel free to connect.

## SKILLS

### Product 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. Product Designer Freelancer

December 2020 – Current

As a freelancer for product design, I work with clientele and make their dreams come to life through digital and physical products. I listen carefully to their feedback about their wants, needs, and pain points to solve current problems in today's modern world. A finished successful product usually equals a smile on their faces as they wear or use products I designed for them.

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

November 2020 – Current

2U

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 answer questions about confusing curriculum pain points. My favorite part about this job is that I can see their imaginary "light bulbs" turn on when they realize certain concepts are much easier than understood at first glance.

### 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 designed and updated our client's style guides and feature requests with focus on lean UX and visual hierarchy so that customers can find information more quickly without as much headache.

### 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 so that their online students can have an easier time finding information. I also updated it to fit HTML5 and CSS requirements so that the company can operate the program on multiple browsers and reach more students.