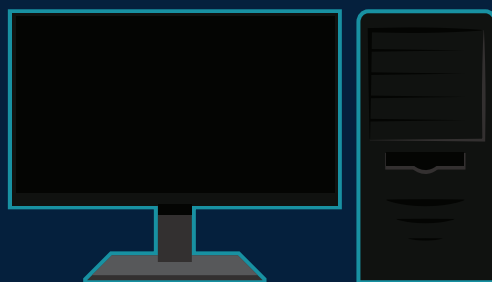# JACOB LEIGHTY

Auburn, WA 98092 ◆ (253) 880-6289 ◆ Jacob.leighty@gmail.com

Portfolio: L80.io ◆ linkedin.com/in/jacob-leighty

QUALIFICATIONS

Creative and analytical designer with related experience and education to be a key contributing member in application and product development, ensuring timeliness and end user satisfaction.

Design Methodologies: Proven success testing, ideating, and wireframing solutions to design problems.

Collaborative: Excels in face-pasted team environments to assist and lead projects for product design to ensure overall consistency and usability.

Key Strengths: Excellent communicator who often leads team communication, and creative problem solver who is frequently first to suggest solutions.

Skills include:

Wireframing: Adobe Creative Suite (Illustrator, Photoshop, InDesign, XD)
Graphic Design: Illustrator, Photoshop, traditional media
Programming: HTML5, CSS3, Javascript, JQuery, Bootstrap, Java, Git, JSON
Other: Microsoft office, interpersonal & communication skills, technical writing

EDUCATION

Bachelor of Science in Informatics, UX/UI Design track
University of Washington, Seattle, WA ◆ Dean's List

Coursework:
Visual Information Design, Value Sensitive Design, Design Thinking, UX & Info Architecture, Info Systems Analysis/Design, Research Methods, Client-Side Web Dev, Android Dev

EXPERIENCE

T-Mobile, Factoria, WA
UX Designer/Front End Developer, *7/2017 – Present*
Work as designer for a team of engineers, creating mock-ups and redesigning old internal applications.
◇ Creates visual mock-ups and wireframes for web applications.
◇ Works with a constantly changing and diverse team of engineers, designers, and programmers to create new applications.
◇ Implements highly interactive and responsive web pages based on designs that conform to both team and T-Mobile branding guidelines.

Washington Gaming Association, Seattle, WA
Lead Graphic Designer, *10/2015 – 6/2016*
Led Branding Team for non-profit organization at UW, aiding all teams with creation of visual assets. Spearheaded process for defining and laying out branding guidelines for future projects.
◇ Developed and maintained excellent working relationship across teams by clearly communicating team progress on new assets regularly.
◇ Collaborated on several passion projects outside of regular duties, including educational presentations and helping form self-improvement programs for club members.
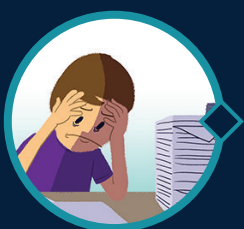
SPSInteractive, Seattle, WA
UX Designer (Capstone Project), *1/2016 – 6/2016*
Key member in small team sponsored by Microsoft's Technology and Civic Engagement Department. Driving force behind design choices and product branding, and leader in team communications.
◇ Shaped project development through design ideation, wireframes, usability testing, and brand design.
◇ Collaborated with teammates to create visual sales pitch for product, earning the team the "Social Impact Award" at UW's 2016 Capstone Night.