

# Jacob Olenick

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## SUMMARY

As a product designer with a passion for creating premium interfaces, I am always on the lookout for the small details that can take a product from good to great. With a keen eye for design, I strive to create beautiful and functional user experiences that delight users.

What sets me apart is my ability to communicate effectively with team members and stakeholders. I understand the importance of collaboration and am always eager to hear feedback and incorporate it into my designs.

To further hone my skills, I even put myself through a coding bootcamp, allowing me to better understand the technical aspects of product design and to create more effective solutions. This experience has allowed me to design products that not only look great but also function flawlessly.

Overall, my passion for product design, attention to detail, and willingness to learn and grow make me a valuable asset to any team looking to create outstanding products.

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## EXPERIENCE

### Senior Product Designer (Contractor)

Cisco

April 2023 - Present, Remote

- Contractor through Braintrust
- Data Visualization
- User Research and Interviews
- Iterated design concepts quickly based on stakeholder feedback
- Designed a helpful dashboard
- Designing for Generative AI
- Worked with Cisco Security Design Org's Design system
- Created working prototypes and presented them to stakeholders twice a week.

### Senior Product Designer (Contractor)

Wells Fargo

October 2022 - February 2023, Los Angeles, CA

- Contractor through Insight Global
- CEO Transformation (Wells Fargo Vantage)
- Helped streamline the Password reset feature and drove the design while using the Wells Fargo Design Kit
- Helped flush out the dashboard design for Wells Fargo Vantage
- worked efficiently and in a good time manner to help others on my team focus on their work.
- Worked with Design systems
- Worked with the personas that were created for Vantage

### Product Designer

Paramount+

April 2022 - October 2022, Los Angeles, CA

- As a designer for Paramount+, I owned the design of the homepage of the product for dozens of devices and platforms. From OTT: Samsung TV, Firestick, Roku, TVOS, AndroidTV, GoogleTV, LG TVs, Smart TVs, and more. As well as Set-top boxes, Android smartphones, iOS, and responsive Web and tablets.
- Helped Paramount Plus level up its User Interface on the home page.
- Conducted AB Tests on features I designed.
- Sped up production development by involving developers early in the process and having clean and specced handoff files.
- Designed without requirements at times and had to problem solve and think ahead by really knowing business objectives.
- Asked a lot of questions to PMs and POs to finish sprints early with no unexpected challenges.
- Contributed to the design system to help our design team as a whole with our design process.

### Senior Product Designer

Crtside

July 2021 - January 2022, Remote

- The problem the founders needed help with, they needed me to design an MVP with a prototype to land the company their first round of funding; I completed this successfully.
- Creatively found solutions and visually designed user flows and interfaces for the basketball space with very little direction and resources.
- Conducted UX research and competitive analysis; this helped us find our pain points faster and helped me find solutions 3-4 weeks quicker.
- Communicated asynchronously with the founders and dev team in different states, time zones, and countries.
- Met with and led meetings with engineers to develop pixel-perfect execution for a real-world app.
- Created workable prototypes using Figma to speed up development from 5 weeks to 2 weeks by showing them how the app should function.
- I saved 2-4 weeks by building components and variants to reuse when needed.
- Designed for native iOS and Android.

## Senior User Interface Designer (Contractor)

**AXS** **July 2021 – October 2021, Los Angeles, CA**

- Executed pixel-perfect designs and solutions based on UX Wireframes in 4 months.
- Connected directly with Project Managers, Engineers, and UX Designer Remotely using communication tools.
- Utilized tools such as Figma, Sketch, Craft, Invision, Zeplin, Dropbox, etc.
- Conducted UX User Interviews, Presented to Executives, Created Prototypes, and participated in Crits.
- Designed innovative B2B software and solutions for the ticketing space.
- Maintained and Contributed to design systems to speed the design process up by 3–4 weeks.
- Designed user facing software interfaces that would help the company with revenue by being sold as white-labeled software.
- Designed for native iOS and Android as well as for iPad OS and Desktop.

## Product Designer

**Theos University** **February 2020 – July 2021, Los Angeles, CA**

- Effectively and asynchronously communicated with the CEO of the school to find pain points and brainstorm a clear UX strategy.
- Conducted UX research to save anywhere from 3–6 weeks of design work.
- Designed pixel-perfect mockups using Adobe XD and presented them to the founders using Loom to receive feedback without having to meet on a 1–2 hour Zoom call.
- Passed off files to their development team with documentation and details using Adobe XD and Zeplin.

## UX/UI Designer

**Adapt** **August 2019 – January 2020, Las Vegas, NV**

- Collaborating with many designers and developers from across the organization and world.
- Created a seamless handoff to Development to help with confusion and speed up the development process by three months.
- Created working prototypes using Adobe XD in as little as 30 minutes to visualize to the dev team what they should build and how it should function to save 3–4 months of development time.
- Executed pixel-perfect designs and solutions every sprint. This helps by not having more than 1–3 revisions.
- Designed user flows, lo-fi, and high-fidelity mockups using Adobe XD.
- Found solutions to problems to allow stakeholders to be at ease.
- Designed for Native iOS and Android.

## UX/UI Designer

**Apartments 247** **February 2019 – June 2019, Las Vegas, NV**

- Collaborated with many developers from across the organization in an effective manner using tools like Slack.
- Created a seamless handoff to Development using Zeplin to save 3–6 weeks of time with development.
- Created working prototypes in 30 minutes using Adobe XD to save time with developments.
- Executed pixel-perfect designs and solutions and presented them to leadership and stakeholder.
- Designed user-flows, lo-fi mockups, and high-fidelity mockups using Adobe XD.

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## CERTIFICATIONS

### Full-Stack Web and Mobile Development

Nucamp Coding Bootcamp • 2020

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## INVOLVEMENT

### Mentor

ADPList.org • September 2022 – Present

- Mentoring other UX Designers

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## SKILLS

Product Design, UX Design, UX Research, Wireframing, UI Design, Visual Design, UX Strategy, Design Thinking, Leadership, Collaborative

Figma, Sketch, Adobe XD, Zeplin, Craft, Zoom, Google Suite, Mac, Accessibility Tools, CSS, HTML, ReactJS, Figjam.