

Jacq Kirkman

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Experience

Rolling Robots

May 2022 - Present

UX Engineer

- Communicated with admins to understand user pain points and implemented wireframes to create effective design solutions
- Wrote function based, reusable React components using the Material-UI library to build user-friendly web forms for camp scheduling and catalog browsing
- Worked closely with management in a fast-paced AGILE workflow to maintain feature turnaround
- Led team in design sprint to improve functionality and design of email tool

DigiPen Institute of Technology

May 2021 - June 2022

Animation Instructor

- Created engaging lesson plans to teach highly technical game art concepts and career skills to students
- Communicated clearly and consistently with administration, parents, co-teachers, and students
- Structured lesson sequence and monitored development pipeline for cross disciplinary game jam

Sony Pictures Media Arts Program

May 2020 - June 2021

Animation Instructor

- Collaborated with team of instructors to create and teach animation to middle school students
- Established sponsorship program for students to apply for and receive a drawing tablet

Education & Skills

Google UX Design Professional Certificate

Start the UX Design Process: Empathize, Define, and Ideate

November 2022

Foundations of User Experience Design

October 2022

Free Code Camp Certifications

JavaScript Algorithms and Data Structures

January 2022

Responsive Web Design

December 2021

California Institute of the Arts

Majored in Character Animation

August 2019 - May 2020

Technical Skills

Javascript, HTML, CSS, Python, Java, Command line
React, Redux, Sass, Material-UI, Bootstrap, Stripe Integration,
Figma, Adobe Suite, User Research, Information Architecture
Git, MongoDB, Visual Studio, Excel

Soft Skills

Time management, project leadership, team problem solving, adaptability,
clear communication, active listening

Projects

Chef Bop

December 2022 - Present

Product Designer

- Collaborated with a software developer to create an app to make cooking at home accessible
- Researched neurodivergent people's experiences and challenges with grocery shopping and cooking
- Conducted competitive analysis of current grocery and cooking apps
- Developed user flow, information architecture, and wireframes