


Jake Kraus

UI/UX Designer

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Greater Los Angeles 

MY PROFILE

UI/UX designer with 7 years of experience in managing deadlines, refining documents, and preparing client presentations. Passionate about UI design, holding a Certificate in UI Design from Career Foundry. Experienced in photography, videography, illustration, and oil painting, with a proven track record in creative projects and collaborations.

UI/UX PROJECTS

Vinylator

- **Timeframe:** Oct 2023 - March 2024
- **Role:** UI designer
- **Description:** Developed an 80s-themed music app that provides a nostalgic user experience, allowing users to create profiles, search for artists, and manage playlists, while addressing the need for a visually captivating and user-friendly retro aesthetic
- **Key Achievements:** I designed a color palette that exceeded project requirements, enhancing user experience with a nostalgic 80s aesthetic, and hand-designed on-brand logos for a cohesive identity. Early user testing led to significant usability improvements and positive feedback, indicating higher user satisfaction and engagement. Market research informed my design decisions, resulting in a successful and user-friendly application.
- **Tools Used:** Adobe XD, Adobe Photoshop, Adobe Illustrator

Rad Tracks

- **Timeframe:** Oct 2023 - March 2024
- **Role:** UI/UX Design
- **Description:** Rad Tracks is a responsive web app designed to solve the issues BMX enthusiasts face with existing track-finding tools by offering intuitive, location-based recommendations, user reviews, ratings, and multimedia content for a seamless and enhanced riding experience.
- **Key Achievements:** Successfully designed a responsive location-based web app by engaging users early for feedback, collaborating via the Slack community, and focusing on iterative development. This approach refined usability with features like intuitive navigation and enhanced sorting, while streamlining documentation and tool usage for efficient development.
- **Tools Used:** Adobe XD, Adobe Photoshop, Adobe Illustator

Sci-Finds

- **Timeframe:** March 2024 - April 2024
- **Role:** UI Designer
- **Description:** Sci-Finds is a dedicated mobile app for iOS and Android that connects avid sci-fi readers with new book discoveries, vibrant community discussions, and personalized recommendations. It provides a unique platform for rating and reviewing sci-fi literature, forming book clubs, and exploring both classic and contemporary sci-fi, making it an essential tool for both newcomers and seasoned enthusiasts.
- **Key Achievements:** Achieved a consistent user experience across both iOS and Android versions of Sci-Finds by developing a unified color palette, adhering to platform-specific design guidelines, and ensuring consistent UI elements and interactions. This approach resulted in apps that maintained a cohesive visual identity while providing a seamless, native experience on each platform.
- **Tools Used:** Figma, Adobe Photoshop, Adobe Illustator

EDUCATION

2023-2024

UI Design

Career Foundry

2016-Present

Studio Arts

Moorpark College

SKILLS

- Adobe XD
- Figma
- Adobe Illustrator
- Adobe Photoshop
- Adobe After Effects
- Adobe Premiere Pro
- Photography
- Videography
- Illustration
- AI Text Generation (ChatGPT)
- AI Art Creation (Photoshop AI)

INTEREST

- Reading
- Biking
- Paintng
- Mechanical Keyboards
- Collecting Vintage Cameras
- Music/Vinyls

WORK EXPERIENCE

Engineer II

HRL Laboratories -741 Calle Plano, Camarillo, CA 93012

2020- Present

Back End Engineer: (2020-2023)

- Conducted experiments to refine and perfect processes, ensuring efficiency and effectiveness, akin to optimizing UI/UX designs through iterative testing.
- Created and updated detailed documentation, showcasing attention to detail and ability to maintain accurate records, important for design specifications.
- Collaborated with cross-functional teams to meet deadlines and address build flow challenges, reflecting strong teamwork skills essential in UI design projects.

Mechanical/Packaging Engineer: (2023-Present)

- Designed tooling using CAD software, demonstrating proficiency with design tools, relevant to using software like Adobe XD, Figma, and Sketch.
- Configured and utilized MES software, showcasing ability to work with complex systems, analogous to using design systems in UI/UX projects.
- Ensured the quality of product deliverables by working closely with QA engineers, paralleling the need for thorough user testing and quality assurance in UI design.
- Prepared documents for customer review, aligning with creating clear and detailed design deliverables for client presentations and feedback.

Fabrication Tech Area Lead

Skyworks Inc - 2427 W Hillcrest Dr, Newbury Park, CA 91320

2016 - 2019

- Led teams and collaborated with engineers to qualify tools and ensure they are up and running, demonstrating leadership and teamwork essential for UI design projects.
- Created templates for efficient data management and entry, highlighting process optimization skills akin to enhancing user experiences.
- Trained new technicians and updated work instructions, showcasing the ability to create clear and effective design documentation.
- Ensured high-quality standards by managing technical processes, paralleling the need for maintaining design quality and consistency.
- Developed project management tools and schedules to improve efficiency, relevant to managing design timelines and deliverables.
- Recognized as "Top Performer" for three years, reflecting a high standard of excellence and dedication, similar to achieving high standards in design work.

Tattoo Artist

Revolt Art Corps/Home Studio

2015 - 2017

- Met with clients to discuss and finalize design ideas, demonstrating strong client collaboration skills.
- Went through multiple design drafts and obtained client approvals, showcasing an iterative design process.
- Maintained a clean and organized work space, highlighting attention to detail and adherence to standards.
- Collaborated with other artists to resolve design issues, reflecting strong teamwork skills.
- Ordered supplies through vendors, demonstrating project management and resource management skills.
- Applied colour theory in palette design, showcasing an understanding of visual aesthetics and colour usage.
- Managed social media marketing, reflecting skills in digital marketing and user engagement.