



Jennifer Morehead

digital, visual, and experience designer

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EXPERIENCE

- Student** UX, IxD, Visual Design, Santa Monica College Aug 2017 - Present
- Concepted and created mobile apps, design and prototypes
 - Concepted and built various front-end web designs
 - Practiced iterative design process for multiple UX projects practicing ideation, research, analysis, design, testing, and insights
 - Created branding packages including stationery, collateral, press kits
 - Designed print and web visuals for events including posters, flyers, brochures, postcards, and web banners
- Minted** Artist and Designer Jan 2014 - Present
- Over 70 awards from design competitions
 - Work sold in partner retailers West Elm and Pottery Barn Kids
 - Work includes fine art prints, wall murals, throw pillows, stationery, digital invitations and holiday wrapping paper
- Foundry** Quality Assurance Specialist: Flix May 2013 - March 2017
- Created and ran test plans and test cases.
 - Identified, recorded, and documented bugs.
 - Perform regression testing when bugs are resolved
- ACI** Children's Footwear Designer Nov 2005 - June 2012
- Designed and developed youth branded, license and private label footwear (Target, Kmart, Payless, Walmart)
 - Oversaw design and prototype development from overseas offices
 - Performed seasonal trend research

EDUCATION

Santa Monica College Aug 2017 - Present

UX and Web Design Department Certifications

Pursuing Interaction Design Bachelors

Interaction Design Foundation November 2019 - Present

Currently pursuing design for Virtual Reality and Gamification

Art Center at Night 2011

Storyboarding

Gnomon 2011

Intro to Maya, Visual Communication, Figure Drawing, Motion Design

SKILLSET

Adobe Illustrator
Adobe XD
Adobe After Effects
Adobe Photoshop
Figma
Invision
Wireframing
Prototyping
HTML
CSS
Javascript (Working Knowledge)

INDUSTRY KNOWLEDGE

User Experience Design
Interaction Design
Front End Web Design
Mobile Design
Visual Design
User Research
Usability Testing
Design Thinking
Agile