

# Jessica Park

## Design and Web Developer

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### Summary

3 years of experience in design and web development.

[Portfolio](#)

[LinkedIn](#)

### Tools & Skills

Adobe Creative Suite

Illustrator

Photoshop

AfterEffects

InDesign

HTML/CSS

Bootstrap

Web Design

Presentation

Wordpress

My preferred text editor is [Sublime](#)

For static web design I use [Sketch](#)

### Education

University of California, Davis  
Class of 2015

Bachelor of Arts, Design

Bachelor of Arts, Psychology

### Experience

Sept. 2015

Current

#### Visual Designer & Web Development

##### Nanostring Technologies

I started at NanoString as a contractor and took over as head designer in less than a year. Not only do I design and develop, I work closely with R&D on the creative direction of product campaigns. I am the voice of design at NanoString.

Aug. 2015

Current

#### Freelance Designer & Web

##### Underdog Sports

I am an illustrator and graphic designer as well as a branding consultant. Aside from seasonal and event themed graphics (eg. drink menus, leagues, parties) I also work to improve the creative direction of upcoming Underdog marketing.

Jan. 2015

May 2015

#### UX/UI Designer, Project leader

##### CITRIS

I was the design lead and UX/UI Designer for a natural disaster-preparation based mobile app that used data from NASA and NOAA to calculate the risk of natural disasters, based on location.

Oct. 2014

Aug. 2015

#### Web Developer, Designer

##### University of California, Davis

Web developer and designer, creating and maintaining ~30 websites within the CAES network.

July 2013

Sept. 2014

#### Brand Auditor, Design Intern

##### ServiceMax

I was a marketing and product designer, working on marketing assets and the ServiceMax app.

### About Me

I am always looking to improve myself as a designer, a developer and a leader. I consciously make an effort to look beyond the project scope and look for ways to improve my work, how I work, and how I work with others. I have a strong sense of responsibility and integrity in what I do, critique is essential. I work based on the constraints given to me by the project, the client and by the users, as I believe design cannot be created in a vacuum. My straightforward approach helps me build trust between myself and the client, as well as the people I work with.