Jacob Medure
Product Designer

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Experience

Product Designer III
Charter

June 2021 - Present

Within Charter's Internal Agency, I serve as an end-to-end Product Designer maintaining several projects simultaneously and servicing both internal and external-facing teams with unique and proprietary digital solutions. This wide-reaching and dynamic role allows me to explore all ends of the product design lifecycle from discovery to production to testing to the various iterations thereafter, affecting both my coworkers and over 5 million Charter customers positively.

Digital Design Lead
Charitybuzz

June 2019 - June 2021

During my time as the design lead at Charitybuzz I worked with a small and agile team to scale brand consistency across multiple platforms, develop new systems for scaling design work and asset output, and regularly create and execute new design direction in support of raising more for charity. My time at Charitybuzz is marked by many wins, learning opportunities, and occasional wows, but I'm most proud to say that I left Charitybuzz far better then I found it.

Co-Founder + Designer
LIVEINEVERYNOW.

September 2015 - Present

LIVEINEVERYNOW. is my main passion project where my friends and I use the resources we have to try to make the world a better place. Our mission is to give people the tools to live happier, healthier and more present lives. Our current avenues of trying to reach people include a Podcast, a Product Design Studio (where Echochamber and Blocks were born), and an Independent Record Label. Some wins for us in the last year include:

- A T-Shirt Fundraiser that grossed over $1,500 in one week to raise money for the National Urban League
- A COVID-19 Resource Page that shared over 100 different resources on ways to deflect anxiety and spend time constructively
- Publishing over 50 LIVEINEVERYNOW. Podcast episodes
- Building a a scalable atomic design system to spend less time on design and more time on ideas

Education

St. John's University

B.A. in Mass Communications + Minor in Business / Focus in Web Design and Development

September 2016 - May 2020

Continued Education

Google - Foundations of User Experience (UX) Design
April 2021

Georgia Tech - Intro to User Experience
August 2020

Google - Design with a User Centered Approach
July 2020

Dan Mall - Creating Deisgn Systems
June 2020

Skills

Visual Design	Figma	HTML	Grit
Design Systems	Sketch	CSS	Leadership
Interaction Design	Invision	Javascript	Charisma
Usability Testing	Dovetail	React	Inentionality
User Interviewing	Whymsical	Next.js	Communication
User Research	Adobe CC	Vercel	Transparency
Prototyping	Zeplin		
Wireframing			
User Flows			
IA			
Persona Planning			