Jason Reed

Design Technologist

linkedin.com/in/jmreedy
hello@jmreedy.com

763.213.4836
Minneapolis, MN

OBJECTIVE

To design and assist in the development of beautiful and engaging web experiences while establishing and iterating on their corresponding frameworks and industry best practices.

SKILLS

Languages

HTML • CSS/SCSS • JavaScript (working knowledge)

Professional Abilities

UX/UI Design • Front-End Development • Design Systems • Prototyping • Information Architecture Wireframing • Accessibility Standards • Responsive Design • Project Management • Copywriting Public Speaking • Usability Research

Software

Figma • Adobe Creative Suite • Atlassian Product Suite • VS Code • Sketch • GitHub/GitLab

EXPERIENCES

Total Expert

02/2022 - Present

Senior Product UX/UI Engineer

- Moved all product design workflows from Sketch to Figma by building out a design system through component variables and educating individual contributors how to best to utilize them
- Created functioning code-based prototypes to ease front-end overhead for engineering teams
- Assisted in the design and implementation of the organization's first native mobile application

Dow Jones, MarketWatch

12/2017 - 02/2022

Senior UX Developer

- Worked across teams to build experiences to be shared among consumer facing properties
- Maintained our front-end codebase and iterated on its production implementation
- Designed and assisted with migrating key site features off legacy based technology stacks

12/2013 - 12/2017

UX Developer

- Worked with product owners to establish new initiatives through the design process
- Acted as the sole front-end developer for all new and preexisting codebases
- Established and iterated on a markup narrative and product specific design system

SportsEngine

11/2011 - 12/2013

Senior Interactive Designer

- Fulfilled design initiatives from larger, sports media based clientele
- Assisted engineering to modify platforms to accommodate unique project requirements
- Acted as design liaison for new business opportunities

01/2011 - 11/2011

Design Team Manager

- Established design processes for new project acquisitions
- Managed a team of six designers with daily tasks including revisions and client onboarding
- Assisted in the process of hiring candidates for department positions

03/2008 - 01/2011

Interactive Designer

- Fulfilled design initiatives from larger, sports media based clientele
- Assisted engineering to modify platforms to accommodate unique project requirements
- Acted as design liaison for new business opportunities

EDUCATION

06/2008

Bachelor of Science: Web Design & Interactive Media - The Art Institutes International Minnesota
Graduated with highest honors