

Jonah Miller / UX Designer

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EXPERIENCE

UX Designer / Thermo King

Jan 2021 – Present

- Work with Researchers, Developers, Marketers, and Product Managers to design and launch a new user-facing mobile app.
- Create all design assets for the mobile team.
- Design, maintain and document our component library.

UX Designer / Trane

Jul 2020 – Jan 2021

- Worked directly with Product Owners and Product Managers to translate business requirements into functional designs.
- Conducted research to improve the user permissions setup experience for a SaaS web application.
- Built Axure prototypes for research initiatives and design documentation.

UX Engineer / Trane

Jul 2019 – Jul 2020

- Designed, developed, and launched a desktop application as part of a globally distributed team.
- Led the development of a component library and coached others on how to use it.
- Planned and facilitated usability tests to test new features prior to release.

Web Development Intern / Omnisense

May 2015 – Aug 2015 & May 2016 – Aug 2016

- Rebuilt user-facing website to be responsive using Bootstrap, JavaScript and C#.
- Worked with owner and customers to design new ways to analyze building data on the website.

EDUCATION

Clemson University

Bachelor of Science,
Electrical Engineering
Aug 2014 – May 2019

SKILLS

Design

Visual Design
Interaction Design
Rapid Prototyping
Style Guides
Component Libraries
Wireframing
Information Architecture
Storyboarding

Tools & Technologies

Axure
Adobe XD
Figma
Miro
Jira / Confluence
HTML/CSS
JavaScript
C#

Research Methodologies

Qualitative Usability Testing
Interviewing
Cognitive Walkthrough
Heuristic Evaluation
Journey Mapping