

JONAH MILLER / UX Designer

SUMMARY

Versatile designer with strong foundations in visual design, interaction design, user research, and programming. Proven experience working cross functionally to launch successful products for a variety of platforms.

WORK EXPERIENCE

UX Designer / Thermo King

Jan 2021 – Present

Responsible for supporting the design needs of Thermo King's controls & telematics groups.

- Developed & maintained a design language for Thermo King's iOS & Android apps.
- Worked closely with product management to create conceptual designs for new HMIs.

UX Designer / Trane

Jul 2020 – Jan 2021

Provided user experience research and design for a SaaS product in an Agile development environment.

- Delivered design documentation for new features in the form of functional Axure prototypes.
- Conducted research to improve the user permissions setup experience.
- Performed Design QA after each build and worked with developers to resolve issues.

Frontend Developer / Trane

Jul 2019 – Jul 2020

Designed & developed a desktop application as part of a globally distributed Scrum team.

- Led the development of a component library and coached others on how to use it.
- Evangelized design within the team by conducting our first usability test.

CONTACT INFO

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EDUCATION

B.S. Electrical Engineering

Clemson University

Aug 2014 – May 2019

SKILLS

Visual Design
Interaction Design
Web Design
Rapid Prototyping
Wireframing
Usability Testing
Stakeholder Interviews

TOOLS

Axure
Adobe XD
Figma
Miro
Jira/Confluence

PROGRAMMING

HTML/CSS
Javascript
C#
XAML
React