

# Jonah Miller / UX Designer with Engineering Background

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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 customer-facing mobile app.
- Design, maintain and document our component library.
- Create high-fidelity mockups using Adobe XD.

### UX Designer / Trane

Jul 2020 – Jan 2021

- Translated loosely defined business requirements into functional designs by working closely with Product Owners and Product Managers.
- Built Axure prototypes for research initiatives and design documentation.
- Performed regular Design QA and collaborated with Developers to resolve issues.

### UX Engineer / Trane

Jul 2019 – Jul 2020

- Worked with a globally distributed scrum team to design, develop, and launch a desktop application.
- Led the development of a component library and coached others on how to use it.
- Planned and facilitated usability tests to evaluate 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

Stakeholder Interviews

Cognitive Walkthrough

Heuristic Evaluation

Journey Mapping