Jonny Girvan

UX | Product Designer

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EXPERIENCE

Collins Aerospace / Principal UX Designer

Mar 2022- Present, Remote

I am currently a designer working with multiple product teams to develop modern solutions to business and user needs. On a daily basis, I am involved in planning product vision with owners, researching issues with users, and designing and validating applications.

I also help guide other team members with any challenges they are having, and promote a user-centric design process to product teams.

Dycom Industries / Lead UX Designer

Mar 2014 - Mar 2022, West Palm Beach

I was the lead designer on a team of designers, researchers, and communication professionals. The team was responsible for identifying problem areas in the company product suite and delivering validated designs.

Beyond designing and prototyping, I was tasked with mentoring other team members in developing their skills and growing into new roles and responsibilities. I collaborated closely with product owners, and leadership to ensure that UX design was always included in product development.

I had the opportunity to manage the team for an extended period. During this time I oversaw employee development plans, team budget, resource allocation, and clearing blockers, while continuing my design work.

TEM Inc. / Web Designer & Developer

Jan 2019 - Feb 2021, Remote

I collaborated with the business owner to maintain a website that he came into ownership of when he took over the business. The website was outdated but required compliance updates, so a plan was developed to maintain the existing site while designing and developing a modern alternative.

Freelance Web Design & Development

Feb 2007 - Mar 2014, Various locations

I worked with various local businesses to provide them with an online presence to market their goods and services. This was valuable in learning how to close projects out and deliver to stakeholders.

SKILLS

Collaboration:

Hosting workshop sessions

Stakeholder management and buy in

DesignOps strategy

Conducting peer review sessions

Encouraging growth

Design:

Wireframe & mockups in tools like Figma

Motion design in After Effects

Illustrations in Illustrator/Figma

3D modeling and animation

Data visualization

Prototyping:

Interactive prototypes in tools like Figma

Interactive flows in HTML/CSS/JS

Frameworks for POC (Angular, React, Vue)

3D modeling and animation

Research:

Stakeholder analysis

User interviews & observation

Usability studies

A/B testing

Google Analytics & Tag Manager