# Jessica Patten

UX Engineer

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## Profile

As a UX Engineer, Jess has honed her skills as a designer while keeping her developer roots. As the go-to for UI development, she's created a company-wide SCSS framework and architecture that is adaptable for multiple products regardless of branding or content. As a designer, she's played an integral role on multiple teams by turning requirements into well-designed products from start to finish. Jess enjoys tackling large problems and would love to create a solution that works for you.

## Specialties

Front-End Development/Design

SCSS Framework/System Design

Product Development/Design

Pattern Library Design

Graphic Design

## Skills

HTML, SCSS, CSS, ITCSS (Inverted Triangle CSS), BEM (Block, Element, Modifier), Adobe Illustrator, Figma, Adobe Photoshop, Adobe InDesign, UX Principles, Responsive Design, React, JS, NPM/Yarn

## Education

**School of the Art Institute of Chicago**
March 2018
Graphic Design Certificate

**University of Iowa May 2015**
B.A. Computer Science
Minors in Math, Spanish

## Work Experience

### Vail Systems
### UX Engineer, 2013-present

**SCSS Framework and Architecture**

Created a maintainable, scalable set of SCSS files to be added company-wide to any product, regardless of branding, to apply basic design stand-ards, cross-browser consistency, and give users structural styles such as responsiveness and a grid system. Trained UX team and developers on how to use and build upon the framework while keeping consistency.

**RACC (Routing And Call Control)**

Redesigned major features for mobile compatibility by use of ideation, user testing, iteration, and high fidelity Figma mockups. Converted 10-year-old legacy code to use new SCSS framework and architecture, including rewriting all markup and styles. Collaborated with stakeholders, users, and developers to create new features including requirements, low/high fidelity Figma mockups, and final implemen-tation. Created a pattern library for existing and redesigned components.

**Persephony**

Collected requirements, designed and built UI for the dashboard of the new product. Created pattern library of flexible components to be used across multiple sites within product. Created and maintained static documentation site through the use of layouts, templates, and markdown, giving non-technical stakeholders the ability to add/edit content as needed.

**Summer Intern Project 2019**

Led the hiring of, managed, and trained a UI Developer Intern for summer 2019. Collaborated with stakeholders to create requirements for the project. Guided the UI Developer Intern on product design decisions. Assisted with managing and training web interns on the project.

**UX Team**

Managed work on three to four projects at a time, each with different conventions and technical restrictions. Created and taught eight-week-long training entitled "CSS 101" for web developers, covering topics from how to write CSS, to implementing ITCSS and BEM conventions. Designed and created company product materials on a regular basis including flyers, one-sheets, documents, and announcement slides. Trained and supported web interns of multiple projects to create user-friendly and maintainable applications. Managed and trained a non-technical new hire to design and develop internal UIs.