

Justin Alm — Product Designer

Values

I believe all great products have a well defined purpose that meets a real need; a product's longevity is determined by its performance, how well it's crafted, and its moments of unexpected delight. I'm passionate about designing products that reflect these values and I want to have fun on the way!

Work Experience

Jostle Corporation

UX Designer, Jan. 2015 — Apr. 2019

I primarily designed features for Jostle's SaaS intranet platform, which helps people connect and communicate in the workplace. Features were designed to work across desktop web, iOS, Android, and Android TV clients. Alongside the Design Team, I helped define The Jostle Style Guide—an atomic design system that helps us design consistently and efficiently at scale. I lead product design for Discussions(Chat), Library(File sharing), JostleTV(Your intranet steaming on TV), Calls(1-on-1 and Broadcast video calls), Teams(Jostle's patented tech for content distribution), several platform-wide components, and more. I designed and developed pages for Jostle's marketing website as well as The Jostle Blog. I contributed weekly illustrations for the blog and supported marketing and sales initiatives. I recently completed a 12 month leadership course, which helped me realize I have a lifetime of learning ahead of me.

Steamclock Software

UI/UX Designer, Dec. 2012 — Jan. 2015

As a designer at Steamclock Software, my work involved strategy, information architecture, wireframing, user interface design, and the design and production of marketing websites and assets. Half of my time at Steamclock was spent designing the products WeddingDJ and PartyMonster. The other half of my time was spent designing various iOS, Android, and web products.

Free Agency Creative

Contract Designer, Aug. 2012 – Nov. 2012

I handled design and production of point of purchase displays and materials for Nintendo of America, large scale in-mall and direct mail marketing campaigns for Park Royal Shopping Centre, advertising, signage, video and marketing collateral for some of Vancouver's most successful real estate developers, and print and digital collateral for Marketplace Events – a company that produces some of the largest and longest-running home show events in North America.

Emily Carr University of Art + Design

Interaction Designer, Feb. 2012 — Apr. 2012

I designed and developed the website for The 2012 Emily Carr University Graduation Exhibition Catalogue. I worked alongside a team of students handling the visual identity of the exhibition. The site was prototyped in HTML, CSS, jQuery, and PHP and then transposed into a WordPress to manage the 250+ student submissions.

Contact

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Skills

Design: Requirements Gathering, Workshops, Interviews, Sketching, Info Architecture, Wireframing, Visual Design, Prototyping, Presentations, Specs.

Software: Figma, Sketch, Adobe CC, Principle, iMovie, Final Cut Pro, iWork Suite, Xcode, Sublime Text, Trello, Jira, GSuite.

Code: HTML, CSS & SASS, JS (Prototyping), jQuery (Prototyping), Git, Github, Gitlabs, WordPress, Jekyll, Contributed to Node.js, Laravel, and iOS apps.

Education

Emily Carr University of Art + Design, B.Des — Interaction Design, 2008 — 2012

Co-created *Know Ideas*, an award winning book on Internet culture. *Grad Exhibitions, 2011 & 2012.* Research Assistant for the SIM and S3D Centres.

University of Saskatchewan, B.Arts — History, 2000 — 2004

Cold War, 19th & 20th Century European History, Imperialism, and Development.

Honours & Awards

OPUS Bursary & Millenium Scholarships, 2009-2011.

Applied Arts Student Awards 2012, Design/Editorial – Single, for *Know Ideas*.

Emily Carr University of Art + Design

Research Assistant, Jan. 2011 — Jan. 2012

During my research assistantship with the Social + Interactive Media and Stereoscopic 3D Centres, I conducted interviews, produced graphics for articles, created motion graphics for promotional and instructional videos, and published interviews to the research centre blogs.

Emily Carr University of Art + Design in partnership with Mozilla

Interaction Designer, Mar. — Sept. 2011

I was one of a team of Emily Carr faculty and students who investigated technology options for creating the ebook, *Learning, Freedom and the Web*. We built a free ebook for tablets and desktop computers. We designed it to take advantage of the navigation and multimedia opportunities the web and a tablet could provide. Working with Vancouver-based Steamclock Software, our team built the book in HTML, Javascript and CSS.

References

I'm more than happy to provide references upon request.



Interests

I'm a stereotypical Xennial. I like long walks on the beach, neighbourhoods, nature, books, podcasts, food, coffee, travel, and quality time with my wife.

Recommendations

"It's been a pleasure working with Justin. He's proved himself highly adaptable, tackling a wide variety of tasks across web and apps, digital and print, internally and for clients. He challenged us to level up our design process, while also engaging in the more technical side of the business."

— **Allen Pike, Co-founder, Steamclock Software**

"Justin is an extremely talented individual who is full of creative energy. We've had many fantastic coffee fuelled brainstorming sessions which always left me feeling invigorated and confident. He's a great person to work with."

— **Robert MacEachern, Mobile SW Eng., Steamclock Software**

"Justin is a talented designer who consistently demonstrates a high level of knowledge, skill and commitment in his work."

— **Sandra Dametto, Project Manager, S3D & SIM Centres**