

# Jamie McLean

they/them/theirs  
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## Strengths

Information systems design  
Software interface design  
Product strategy  
Workshop planning & facilitation  
Written communication  
Public speaking  
Digital photography

## Supporting Skills

Front-end web development  
Project planning & leadership  
UI Design Tools (Sketch, Figma)  
Music production (Ableton, Logic)  
Visual databases (e.g. Airtable)  
Qualitative design research  
Graphic design

## Familiar With

Curriculum and lesson planning  
Audio synthesis  
Video production  
Wood fabrication  
Hardware programming  
2D animation  
Video game development  
Bookmaking  
Printmaking

Organizations are listed in order of when I last worked with them.  
All are in NYC unless stated otherwise.

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### **Wonderville** · arcade bar for independently-made games

**Arcade Manager** · May 2019–Mar 2020

- ~ Built out an AV setup and organization system for hardware and electronics.
  - ~ Fixed arcade machines, ran AV for shows, and helped bartend at peak hours.
  - ~ Represented the space in interactions with artists and customers.
  - ~ Trained new staff on how to use equipment and manage the space.
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### **2U, Inc.** · software & services for online higher education

**Senior Product Designer** · Apr 2018–May 2019

- ~ Designed IA and workflows for version control and publishing to help scale the output of production teams from 400 to 1,000+ accredited courses per year.
- ~ Worked with product managers to build a long-term vision focused on portability of content across platforms and courses.
- ~ Consulted on parallel projects to update connected learning tools based on curriculum data model changes; led the design process for two of these projects.
- ~ Planned and facilitated design research with students, faculty, and administrators.
- ~ Worked with accessibility specialists to reduce disabling barriers in our software.

**Product Designer** · Jan 2015–Apr 2018

- ~ Collaborated with product teams, curriculum service teams, and learning scientists to grow a new course CMS from pilot to full use in 90+ master's degree programs.
  - ~ Designed 2U's student apps on iOS and Android with a development team in Ukraine.
  - ~ Helped design and code a company-wide library of interface components.
  - ~ Continually refined a process to document, support, and do QA for interface development with a team of 10+ engineers.
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### **DSA NYC Electoral Working Group** · citywide coordinating organization

**Project Rosa Contributor** · Sep 2018–Apr 2019

- ~ Worked with NYC leadership to research and develop a data architecture and first release scope for custom political organizing and mobilizing software.
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### **TutorMate** · non-profit tutoring partner with P.S. 308 Clara Cardwell

**Literacy Tutor** · Sep 2017–Jun 2018

- ~ Helped a student reach grade-level reading through weekly 1:1 online sessions.
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### **University of Notre Dame** · South Bend, IN

**BFA, Visual Communication Design** · 2010–2014 · graduated with honors

- ~ Completed a rigorous combination of liberal arts study and technical craft training.
- ~ Researched and built a digital teaching aid connecting fractions with musical time intervals; showed it in a museum exhibit.

**Research Assistant** · May–July 2014

- ~ Traveled with a professor to her home country of Uganda to help plan and analyze research into international design education and health education practices.

