JENNIFER HOWARD

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SUMMARY OF QUALIFICATIONS

A Designer focusing on creating User-centered UX/UI experiences in Mobile Application and Website creation with a healthy dash of User Research, Story Building and making assets with Photoshop/Illustrator wizardry.
Portfolio: www.NextJenArt.com/

WORK EXPERIENCE

Knowledge Initiatives – UX/UI Designer   May 2015 – September 2019

- User Research and UX/UI design to create an in-house data management tool and an illustrated children's electronic textbook.
- Designed a responsive website and a browser-based application that translates seamlessly from desktop to mobile devices.
- Worked closely with both engineering and front-end development teams to build visual and interactive cohesion and create a unified brand pattern.
- Participated in weekly scrum meetings to map out next development steps.
- Worked closely with key stakeholders to create multiple mobile-focused prototypes for patent applications and patent figures.
- Paved the way for A/B testing and qualitative usability tests and interviews.
- Championed Agile methodologies.
- Focused on using the Human-Centered Design process to create user-centered solutions.
- Created pen & paper wireframe sketches and translated them into low-to-high-fidelity prototypes using Illustrator, Adobe XD & InVision.
- Responsible for all logo, icon and asset creation and hand-off.
  Tools – Pen & Paper, Adobe Photoshop CC, Adobe Illustrator CC, Adobe After Effects CC, Adobe XD CC, TiltBrush, Sublime Text, InVision, Google Docs, Scrum, HTML, CSS

Crane Style Labs – UI/UX Designer   February 2014 – March 2015

- User Research, Website and Mobile Application UI/UX design, Wireframing, Prototyping and Asset creation and designing for all projects in a SaaS-based environment.
- Clients - University of Southern California, University of California San Francisco, Cord Blood Registry, Stanford University, Module Q, adsynth
  Tools – Pen & Paper, Adobe Photoshop CS6, Adobe CC Illustrator, Sublime Text, InVision, Google Docs, GitHub, Scrum, HTML, CSS

[Threadbare Games](#) **– Game Artist**   **May 2013 – December 2013**

- Designed, Created and Animated 2D characters, Environmental Assets and UI Assets.
  Tools – Pen & Paper, Adobe Photoshop CS6, Adobe CC Illustrator, 3ds Max, GitHub, Scrum

[Concept Art House](#) - Art Intern   **November 2012 – February 2013**

- Created UI assets, UI Mock-ups, Advertisement assets, and provided Quality Assurance testing.
  Tools – Pen & Paper, Adobe Photoshop CS6, Adobe CC Illustrator, Adobe InDesign CC, Scrum

Abalone Software - Artist   **July 2011 – July 2012**

- Created assets, UI elements, and overall design for Facebook applications.
  Tools – Pen & Paper, Adobe Photoshop CS6, Adobe Illustrator CS6

Freelance   **January 2011 – October 2012**

- Worked with various clients to create Front End UI services, logo work, and website design.
  Tools – Pen & Paper, Adobe Photoshop CS6, Adobe Illustrator CS6, HTML, CSS

PROJECTS

Stanford Medicine Breast Reconstructive Surgery - Designer

- This project was completed for Stanford Hospital and Clinics organization as an educational tool for patients undergoing or considering breast reconstruction surgery, usually following breast cancer surgery. The information and custom illustrations describe what the patient's options are and what they can expect before, during and after the process.

Goblin Grand Prix - Artist

- Based on the old board game RoboRally, Goblin Grand Prix allows players to pre-plan movements within an obstacle filled map each turn and then plays them out simultaneously. Although Goblin Grand Prix was never published it served as a platform for Threadbare Games to explore networked multiplayer game design and development. We extensively modified the Exit Games Photon server code to handle turn-based player actions and created custom hooks to support game data and events.

TOOLS

Adobe XD, Adobe Illustrator CC, Adobe Photoshop CC, Adobe After Effects CC, HTML5, CSS3, Squarespace, Sublime Text, InVision, Sketch, Axure, Wireframing, Pen & Paper, GitHub, Agile Scrum, Pivotal Tracker

EDUCATION

Southern Methodist University
Digital Art Creation Certificate, Digital Arts
2009 – 2010

University of North Texas
130 credit hours, Electronic Media Arts
2004 - 2008

CareerFoundry
UX Immersion Course Certification, User
Experience
2019