



Nick Jenvey

User Experience & User Interface Designer

I am a user experience & user interface designer with an ambition to improve the lives of others through design. Solving problems while creating memorable and meaningful experiences.

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Skills

Design

UX, Interaction, Visual, Web, Mobile, User Research

Tools

Figma, Sketch, Adobe XD, Photoshop, Illustrator, InDesign, Invision, Unity3D, Framer

Coding

HTML, CSS, SCSS, React, JavaScript, jQuery

Experience

[Kabam](#) / Vancouver, Canada

UX Designer

July 2022 – May 2023

- Demonstrated excellent problem-solving skills in identifying and defining strategic goals and requirements for new features, assessing their impact on player experience.
- Designed player-centric user flows and created interactive wireframes to optimize the in-game journey.
- Conducted usability tests in the gaming community, enhancing player satisfaction and game ratings.
- Engaged in constructive dialogues with game designers, ensuring UX designs aligned with gameplay narratives and facilitated a more streamlined decision-making process.

[Coast Capital Savings](#) / Vancouver, Canada

Digital UX Specialist

October 2021 – July 2022

- Collaborated with cross-functional teams to develop and present visually compelling designs, effectively communicating key milestone deliverables to peers, stakeholders, and leadership.
- Established and promoted design guidelines, best practices, and standards, ensuring consistency across various channels (desktop, tablets, mobile, wearables) and enhancing brand recognition.
- Translated insights from user research into actionable design modifications within Figma, ensuring user-centric and effective design solutions.
- Collaboratively engaged with the product, design, and development teams to bring to life design concepts that resonated with product vision, elevating visuals and amplifying the user experience.



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Experience continued

Sprung Studios / Vancouver, Canada

UX/UI Designer

October 2019 – October 2021

- Engaged actively in game design brainstorming sessions, pitching creative UX strategies and reinforcing a teamwork-driven game development environment.
- Conducted in-depth game-specific UX research, referencing, and competitive game analysis to solidify and validate design choices, emphasizing player-focused outcomes.
- Mapped out user flows and screen transitions, delving deep into player journeys to fine-tune and maximize in-game interactions.
- Crafted game-centric wireframes and pursued pioneering UX designs, refining the approach through collaborative reviews and feedback rounds with game development stakeholders.

Wine Works / Vancouver, Canada

Front-end Developer

March 2017 – October 2018

- Integrated client sales goals with user-centric front-end development, ensuring that UI components directly supported specific business targets.
- Became the company's initial in-house web designer, playing a pivotal role in its growth and expansion.
- Developed engaging and intuitive online storefronts with an emphasis on user interaction and responsiveness, leading to heightened user satisfaction and retention.
- Generated detailed wireframes and prototypes, facilitating a smoother transition to coding phases and ensuring streamlined project completion.

Steady Studio / Vancouver, Canada

Web Designer

November 2015 – April 2017

- Crafted responsive and intuitive web interfaces, amplifying user engagement and bolstering client brand visibility.
- Partnered seamlessly with developers to ensure cohesive web design integrations, consistently meeting project specifications and timelines.
- Supported branding initiatives through the creation of digital style guides, innovative logo concepts, and online brochure designs to maintain brand uniformity.



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Experience continued

Novacode / Vancouver, Canada

Cofounder/Web Designer

June 2015 – March 2017

- Led the end-to-end creation of design assets from concept to final hand-off to the development team, ensuring timely project completion and client satisfaction.
- Worked closely with clients to define their vision and align design solutions with their needs and goals, resulting in highly tailored and impactful designs.
- Managed client expectations, created timelines, and streamlined work processes for the development team, optimizing project efficiency.
- Assisted the development team during peak periods, contributing to successful project delivery within tight deadlines.

Megacast / Vancouver, Canada

Visual Designer

January 2013 – June 2016

- Created visually appealing display advertisements and print brochures, contributing to successful marketing campaigns for diverse industries.
- Designed mobile-responsive websites, focusing on optimal user experiences and increasing client's online presence and customer engagement.
- Thrived in the fast-paced agency environment, meeting project deadlines and maintaining high-quality design standards.
- Played a key role in creating brand identities, including logo design, color palette, and style guides, ensuring consistent and cohesive branding.