Nick Jenvey

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

nickjenvey.com

nick@nickjenvey.com

(604) 657-0627

Skills

Critical and analytical thinking, Attention to detail, Collaboration, Implementing and managing timelines, UX research, Wireframing, Prototyping, UI design, Usability testing, Branding, Coding knowledge.

Experience

Coast Capital Savings • UI Designer

October 2021 – Present

- Develop and present designs and key milestone deliverables to peers, business stakeholders and leadership
- Collaborate on concepts and execute all visual design stages to final hand-off to developers
- Help establish and promote design guidelines, best practices and standards
- Create variety of special artifacts, considering wide variety of channels (desktop, tablets, mobile, wearables) and interactions
- Work with UX/Research Specialists to incorporate user feedback into visual design artifacts
- Collaborate with product management, design team, and developers to define and implement
- appropriate solutions for the product direction, visuals and experience
- Conduct research on best practices, trends while ensuring consistency with existing designs and overall CCS standards and brand guidelines

Sprung Studios • UX/UI Designer

October 2019 – October 2021

- Participated in UX design ideation sessions
- Performed UX research, referencing and competitive analysis to validate and confirm design decisions
- Constructed user flows and screen flows to better understand player's journeys
- Designed low fidelity wireframes and explored user experience solutions
- Created high fidelity designs and conducted formal presentation and feedback sessions with clients

Tools

Design • Figma, Sketch, InVision, Photoshop, Illustrator.

Languages • HTML, CSS, SCSS, React, JavaScript, jQuery.

Experience

Wine Works • Front-end Developer
March 2017 – October 2018

- Responsible for development of both in-house and client provided designs
- Assessed clients sales objectives and tailored the UX to reflect those goals
- Became the first in-house designer and allowed the company to begin offering design services
- Designed visually appealing online store fronts that focused on ease of use and interactivity
- Produced comprehensive wireframe designs
- Honed my self-management skills by working remotely while keeping staying on track with all projects

Steady Studios • Web Designer
November 2015 – April 2017

- Designed UI that placed emphasis on human experience and increased brand awareness
- Worked with the development team to determine design solutions while working within their requirements
- Assisted branding team with various aspects of design projects (style guides, logo design, brochure design)

Novacode • Co-founder/Web Designer
June 2015 – March 2017

- Responsible for creating all design assets from concept to final hand-off to development
- Worked with clients to define their vision and ensure all designs were inline with their needs and goals
- Managed client expectations and created timelines & work flows for development team
- Developed exceptional verbal & visual communication skills through working closely with clients
- Assisted the development team to complete projects with tight deadline

Megacast • Visual Designer
January 2013 – June 2016

- Created display advertisements and print brochures for marketing purposes
- Designed mobile responsive websites for companies in a multitude of industries
- Exposure to the fast-paced life of the agency environment
- Built lead generation landing pages and monitored page analytics to ensure goals were being met
- Participated in the creation of brand identities (logo creation, colour palette, print and web-based materials, and style guides)