



Nick Jenvey

UX/UI Designer

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Summary

I am a seasoned UX/UI Designer who is dedicated to creating inclusive digital landscapes. My designs aren't just functional and visually appealing; they also prioritize accessibility to ensure that everyone can engage and benefit. I create experiences that are impactful, memorable, and universally accessible by combining analytical problem-solving and creative intuition.

Experience

UX Designer

Kabam

July 2022 – May 2023 (11 months)

- 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.

Digital UX Specialist

Coast Capital Savings

October 2021 – July 2022 (10 months)

- 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.

UX/UI Designer

Sprung Studios

October 2019 – October 2021 (2 years 1 month)

- 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.

Frontend Developer + Web Designer

Wine Works

March 2017 – October 2018 (1 year 8 months)

- 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.

Web Designer

Steady Studio

November 2015 – April 2017 (1 year 6 months)

- 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.

Co-founder + Web Designer

Novacode

June 2015 – March 2017 (1 year 10 months)

- 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.

Visual Designer

Megacast

January 2013 – June 2016 (3 years 6 months)

- 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.
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Skills

Design

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

Tools

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

Code

- HTML, CSS, SCSS, React, JavaScript, jQuery