Nick Jenvey

UX/UI Designer

I am a UX/UI designer with experience delivering end-to-end UX/UI design for web apps, SaaS products, e-commerce experiences, mobile apps, and video games. In the teams I have worked with, I have played a fundamental role in constructing the UI and engaging in interactive UX processes to inform our design decisions and solutions. I am passionate about improving the lives of others through design and am constantly looking to learn new things everyday.

Experience

Sprung Studios

UX/UI Designer
October 2019 – Present

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

Wine Works

Front-end Web 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

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Skills

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

Education

Lighthouse Labs
Web Development Diploma
August 2019

BCIT
Senior Management Certificate
October 2012

References available and provided upon request

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 deadlines

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)