



## Job Qualifications Analysis : PJ Graham, 3/26/25

The job or internship I find interesting is: **Product Experience Design Intern, G2**

**LinkedIn:**

<https://www.linkedin.com/jobs/view/4184234961/?refId=54fba090-3719-47a6-93da-c206bcef4d27&trackingId=UAK%2BHFK%2BR5muFifxL4dPYQ%3D%3D>

<p><i>Carefully read the job description. List the top 4-5 skills and experiences mentioned, giving each a row. Pay special attention to anything marked “must” or mentioned multiple times.</i></p> <p><i>Note: You don’t need to meet 100% of the listed qualifications to get the job! The top four things employers list are typically the ones the hiring manager cares about most.</i></p>		<p><i>Carefully evaluate your current skills and experiences. For each requirement, mark whether you already “have it” (Y=yes), “not yet” (N=no), or somewhere in between (M=maybe). Then, list how you plan to showcase this qualification to a potential employer. You can demonstrate skills with experience, certifications, projects, freelance work, educational programs, strong interview answers, etc.</i></p> <p><i>For any requirements you marked with “no” or “maybe” — come up with a plan. How will you acquire these skills? What courses could you take? Could you freelance? How can you use the time you have left in college to acquire this skill or experience? You can also use this column to identify areas for improvement for skills you already have but need more evidence to showcase your abilities.</i></p>
Required skills or experiences:	Y/N/?	How I plan to showcase or acquire this qualification:
UX Research theory	N	I plan to take qualitative research courses at my college (ASU) over the next year. Also, I’m currently learning UX research methods and principles through Udemy (online schooling provided by my current job) and reading books that cover design thinking.
Understanding of design systems	M	I have some experience developing products through Figma and Adobe XD, but I will like to use my UX research methods to fully display my design system and thinking.
Experience using Figma and Adobe programs	Y	Most of my education career included using Adobe Programs such as Photoshop, Indesign, Illustrator, Dreamweaver and Adobe XD. I’ve recently dived into Figma to create prototypes and play around with the



		website design features, but I will like to create more projects in Figma the next few months. Nonetheless, I want to gather my projects from Adobe and incorporate them into my portfolio.
Passion for component of UX	Y	I have found a passion in UX because of my interest in graphic design and journalism by designing posters, magazine and newspaper layouts and interviewing people to tell a story. As I research more about UX and UI tools and methods, I see myself highly enjoying the career and finding meaning in the work I do.
Ability to create interactive prototypes based on user journeys	N	I don't have much experience in Figma and UX research but I have learned that it is important to survey users about a project and use those results and answers to create an easier user experience. I want to gain more skills in research and analyzing data to influence design concepts, and to do so I will continue my study of qualitative research and coding/design.

[Optional] Add an Action Plan: Examine the column on the right. How will you move forward in acquiring (or showcasing) the skills needed for the jobs and internships you want? List 3-5 steps you intend to take, and add a timeline for each step. Turn your plan into SMART goals whenever possible, for instance by turning a vague goal like “network” into a measurable goal like: “conduct 3 informational interviews with professionals in the field before the end of the year”. Many students find it helpful to recruit a friend at a similar college level to be an “accountability buddy.” Accountability buddies meet regularly to check in and push each other to complete those unpleasant-but-necessary job searching action items.

Step 1: Read and discuss UX design and research methods in my college classes, and search more UX related articles and job postings on LinkedIn and other job boards. Record any findings and professionals that I could benefit from learning, and this will help narrow down the job title I would see my skills shine. Nonetheless, I will add at least 2 projects to my portfolio in order to apply for this current internship at G2.

**TIMELINE: By the end of the spring semester (2 months - May 2025)**

Step 2: Create projects that I add to my portfolio that will benefit my chances of landing an internship or entry level UX position. I'll start using Framer and Figma to develop more interactive websites and applications, and through my design process, I can establish my design thinking skills in my portfolio. Nonetheless, I will use my resources at ASU and CareerBase to search for internships and freelance opportunities to enhance my portfolio.

**TIMELINE: End of Summer 2025**



Step 3: Continue pursuing my BA in Graphic IT (UX Design) and take more classes in research methods, photography/graphic design and web development. Apply for potential Spring 2026 internships and freelance opportunities, update my portfolio and learn more about Javascript, React and Node.js.

**TIMELINE: End of Fall 2025**

Step 4: Start my senior capstone project and courses, then apply for any potential internships or jobs. However, I can see studying abroad for the Summer of 2026 to gain more global skills to enhance my resume. I want to have at least 4 projects or case studies in my portfolio.

**TIMELINE: End of Spring 2026**

Step 5: Graduate college with a BA in UX Design. My goal is to have at least 1 internship and/or aboard experience under my belt by the end of my degree. I want to have at least 6 projects/case studies in my portfolio, and I have established a few contacts/recommendations to boost my chances of landing an UX designer position. My dream job is to work at Adobe, Google, Lyft/Uber, or Netflix as a product or UX designer, but that might take me more than 3 years to accomplish.

**TIMELINE: End of Fall 2026**