

JENNIFER RUSSELL

UX/UI Designer

CONTACT DETAILS

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[Behance](#)

[LinkedIn](#)

SKILLS

- UX Writing
- User Research
- Journey Maps
- User Flows
- User Personas
- Information Architecture
- Prototyping
- Accessibility Design
- Mobile and Web design
- Business Strategy

TOOLS

- Adobe XD
- Adobe Illustrator
- Balsamic
- Marvel
- Usability Hub
- Optimal Sort
- Google Forms
- Auto Draw
- Canva

EDUCATION

UX/UI Design, CareerFoundry - 2021

Certified Nursing Assistant, Trinidad
Jr. College - 2008

PERSONAL PROFILE

UX/UI Designer with a background in healthcare. Experienced with working in teams to identify problems and the drive to work to solve them. Capable of handling stressful situations and deadlines. Create seamless designs to give a memorable experience.

PROJECTS

Project 1: Eclipse Ink, a responsive web app. -

CareerFoundry

- Researched eight apps in the tattoo industry using competitive analysis, and SWOT profiles, based on the project briefing.
- Conducted user research, created affinity maps, user stories, flows, personas, journey maps, and card sorting using Optimal Sort, Marvel, and Usability Hub.
- Designed 26 low-, mid-, and high-fidelity mockups using Balsamic and Adobe XD, and digitally prototyped the application.
- Showcased the project with a case study using Canva.

Project 2: Fitted, a fitness-responsive web app. -

CareerFoundry

- Created user flow, site map, and mood boards, based on the project briefing.
- Designed 15 low-, mid-, and high-fidelity mockups using Balsamic and Adobe XD, and digitally prototyped the application.
- Created custom icons using Auto Draw and Adobe Illustrator.
- Defined the style guides, and designed for different screen breakpoints.

EXPERIENCE

Karen Nadler - Website Editor

April 2021 - Current

Provide regular website edits, maintenance, and design.

Vector Designs AZ — UX/UI Designer

January 2021 - Current

Worked directly with the client throughout the entire project.

Researched e-commerce sites and designs.

Created user flow charts for approaches on the navigation to give the best user experience.

Provided wireframes and mockups from paper sketches to high-fidelity.

Provide design consultations.

UVariety Inc. — UX/UI Designer

February 2021 - Current

Designed the interface and navigation for a task-management and accountability system. Worked directly with the development team on setting user flow and testability requirements. Provided Low, Mid, and High fidelity screens using Balsamic, Adobe C, and Figma.

Accretive - UX Designer

January 2021 - April 2021

Designed mock-ups, wire-frames, and prototypes for new administration portal.