

Jay Myers

Vancouver, Wa 98671

SENIOR USER EXPERIENCE DESIGNER

User Experience Designer with extensive experience creating elegant user-centered designs specializing in user advocacy, creative discovery, rapid and high-fidelity prototypes, and defining problems to design usable solutions. I am a curious UX designer who is also an expert storyteller, illustrator, and designer who captures and converts user needs and business requirements into simple and elegant designs to create new growth opportunities.

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EXPERIENCE

SDSU; REMOTE ADJUNCT INSTRUCTOR

03/22-PRESENT

Skills Applied: User Experience Design, User Interface Design, Interaction Design, Information Architecture, Competitive Analysis, Heuristic Analysis and Review, Prototyping, Wireframes, Wireflows, Logic Flow, Visual Design, Design Thinking, Figma, Instruction, Mentoring,

Job Scope: UX adjunct instructor at the San Diego State University for Ideating & Prototyping and User Testing.

CSULB; REMOTE ADJUNCT INSTRUCTOR

01/22-PRESENT

Skills Applied: User Experience Design, User Interface Design, Interaction Design, Information Architecture, Competitive Analysis, Heuristic Analysis and Review, Prototyping, Wireframes, Wireflows, Logic Flow, Visual Design, Design Thinking, Figma, Instruction, Mentoring,

Job Scope: UX adjunct instructor at the California State University of Long Beach for Visual Design Essentials, UI Design Essentials, UX Design Essentials, Conducting Research, Ideating & Prototyping

ORACLE, INC; SEATTLE, WA

09/20-PRESENT

Senior User Experience Designer

Skills Applied: User Experience Design, User Interface Design, Interaction Design, Information Architecture, Competitive Analysis, Heuristic Analysis and Review, Prototyping, Wireframes, Wireflows, Logic Flow, Visual Design, Agile Workflow, Design Thinking, Sketch App, Photoshop CC, Adobe Illustrator CC, Adobe XD, Figma, Jira, Mac

Job Scope: Define UX design for Oracle Cloud Infrastructure console services. Develop sustainable relationships with the cross-functional teams for complete software design and develop high-level requirements.

- Utilize metrics, usability findings, and stakeholder collaboration to create, iterate, and design use cases, functional prototypes, high-fidelity mockups, and interaction flows for user-focused demographics.

HP, Inc; Vancouver, WA

07/17-06/20

Senior User Interface, Interaction, and User Experience Designer

Skills Applied: User Experience Design, User Interface Design, Interaction Design, Information Architecture, Competitive Analysis, Heuristic Analysis and Review, Persona Creation, Scenario Design, Storyboarding, Prototyping, Wireframes, Wireflows, Logic Flow, Training, (VR) Virtual and (AR) Augmented Reality Design, FaceBook Quill Character Design and Animation, Visual Design Direction, Agile Workflow, Design Thinking, Sketch App, Photoshop CC, Adobe Illustrator CC, Adobe XD, Invision, Jira, Mac and PC, Quill, Medium, ProtoPie, Framer, Procreate, iPad Pro, Flinto, InVision.

SKILLS:

User Experience Design
User Interface Design
Interaction Design
Information Architecture
A/B User Testing
Card Sorting
User Test Moderation
Competitive Analysis
Heuristic Analysis and Review
Affinity Diagramming
Persona Creation
Scenario Design
Storyboarding
Prototyping
Interactions / Microinteractions
Wireframing
Logic Flow
Competitive Research
Qualitative / Quantitative Research
VR Virtual /AR Augmented Reality
Facebook Quill Design and Animation
Mentoring

HP, Inc; Continued

Job Scope: Lead and mentor the visual and interaction design team and define and present the complete User-Centered Design pattern system for the Sprocket App. Develop sustainable relationships with the cross-functional teams for complete software design and develop high-level requirements.

- Utilize metrics, usability findings, market research insights, and stakeholder collaboration to create, iterate and design use cases, high-fidelity prototypes, and multiple high-fidelity mockups for user-focused demographic
- Onboarded design team into an Agile process for design sprints to facilitate communication between Product Owner, Engineering, and Design teams
- Explore creative solutions for persona and develop scenarios using VR Quill to create reusable animations for conveying and testing user scenarios

FREELANCE AND CONTRACT EXPERIENCE

mrjaymyers.com; Washougal, WA

01/1999-Present

Senior User Experience, User Interface Designer, and Illustrator

Skills Applied: UX Design, UI Design, Interaction Design, Information Architecture, Storyboarding, Rapid Prototyping, Wireframes, Logic Flow, Layout design, Typography, Photoshop CC, Illustrator CC, InDesign, WordPress, HTML, JavaScript, Adobe XD, Figma, Sketch, Framer, Origami Studio, Miro, ProtoPie, Quill VR

Job Scope: Freelance platform to design, illustrate, or consult per-project basis.

- Leading User Experience, Interaction Designs, and Storyboarding User Journeys to enable better user experience with new or reimagined projects
- Illustrating Comics, Book Design, Stories, and Storyboarding for publishing
- Managing project scope and time. Working within teams or remote and independently

Equifax (Principle Solutions); St. Louis, MO

06/16-6/17

Senior User Experience Designer and Information Architect

Skills Applied: User Experience Design, Information Architecture, Visual Design, Prototyping, Agile, User Testing, Wireframes, Logic Flows, Team Collaboration, Adobe CC, Photoshop CC, Illustrator CC, Axure, Jira, InDesign

Job Scope: Design and deliver an adaptable pattern-based web component UI framework for Equifax and partner web portals to engineers.

- Collaborated in cross-functional teams to define product requirements
- Evaluated and iterated current user experience issues and conflicts to ensure components function consistently

Lexmark Int. (Aerotek); Lexington, KY

06/10-06/16

Senior User Experience Designer and Prototyper

Skills Applied: Information Architecture, Visual Design, User Experience, Usability Testing, User Research, Mobile Design, Responsive Design, Adaptive Design, User Scenarios, Moderating Tests, Application Research, Software training, Photoshop CC, Illustrator CC, Balsamiq, Justinmind, Axure, Google Docs, Adobe XD, Procreate, iPad Pro.

Job Scope: Lead prototyper for User Experience testing and heuristic evaluations. Senior UX Designer for printer UI redesign. Provide design and documentation of UX and workflows for printer, mobile, and web UI. Design intuitive UI based on research and user-centered design concepts utilizing experience, competitive analysis, customer insight, and communication with engineers to implement marketing requirements.

- Led Mobile Print application design for iOS and Android to align with customer focus
- Lead prototyper creating multiple design explorations for touch UI interfaces and creating robust prototypes for user testing scenarios

ADDITIONAL FTE EXPERIENCE:

Bridge Worldwide; Cincinnati, OH
Web Designer

Kroger; Blue Ash, OH
Flash ACT Developer;

Omnicare; Covington, KY
User Experience and Web Designer

Enlighten; Ann Arbor, MI
Flash Developer

On Target Interactive; Kansas City, MO
Lead Flash Developer

DigitalEvergreen; Kansas City, MO
Lead Flash Design/Dev

VML; Kansas City, MO
Web and Flash Designer and Illustrator