

Jordan Robinson

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<http://www.jordanr.com/>

Overview:

1. I'm a Sr. UX/UI designer & Career Coach for entry-level UX/UI designers.
2. I have 13+ years of collective design experience, spanning across multiple industries in small, medium, and enterprise-sized businesses.
3. My personal passion is to help up-and-coming designers get into their 1st, 2nd or 3rd roles.
4. Designing UI dashboards is my super power.
5. I specializes in simplifying complex systems into highly-converting, human-friendly products.
6. My business goal is to increase my client's top-line growth and their customer's satisfaction along with contributing to bettering in-house production processes when and where possible.
7. I'm also experienced in front-end development.

Additional Skills:

UI Design:

Photoshop

Illustrator

InDesign

Sketch

Adobe XD

Figma

Material Design

UX Design:

Axure RP

InVision

Design Thinking

Design Sprints

Journey Mapping

Mobile Design:

iOS Guidelines

Android (Material Design)

Front-End Development:

HTML

CSS

JavaScript

jQuery

WordPress

Scroll 

Professional Experience:

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Cognizant Softvision

Atlanta, GA: 09/20 — 01/21

Senior UX/UI Designer

Jumping in with a FinTech client project with FIS Global, I was tasked with bringing the dream of real-time payment service to reality. Partnering with design resources at Levvel, who handled the initial UX research tasks. The project consisted of designing smaller parts to build a holistic whole service. I design the API developer portal, the initial “Make a Payment” experience, and more.

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Deliverables and inclusions:

UI Mockups

Software used:

Figma

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Tin Roof Software

Atlanta, GA: 02/20 — 09/20

Senior UX/UI Designer

My first project was working with our client Carter's, Inc. to bring their new mobile point of sale application to life. I started by leading an on-site research initiatives to shadow employees to understand the life cycle of making a sale. I created product wireframes, user flows, and walk-throughs of interactive prototypes with the dev team and stakeholders. The final deliverables a design system with reusable page layouts, page flows, buttons, modals, and icons for the development team to build from.

Although the application was multi-faceted, I achieved my goal of making a mobile POS experience self-explanatory and with little need for intensive training.

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Deliverables and inclusions:

Wireframes, UI Mockups, Style Documentation

Software used:

Adobe XD, Adobe Illustrator

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CodeMettle LLC

Sandy Springs, GA: 03/18 — 10/19

Senior UX/UI Product Designer

I was responsible for putting together product wireframes, user flows, and interactive prototypes. I created a design system with a UI screen inventory, documented and named icons in use along with all of the UI menus across the product. I developed front-end features and orchestrated multi-disciplinary discussions with team members. I also mentored new designers, informing them of our design patterns, brand resources, and team processes.

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Deliverables and inclusions:

Wireframes, UI Mockups, Style Documentation, Design System Artifacts

Software used:

Sketch, Axure RP, Adobe XD, Adobe Photoshop, Brackets

AT&T

Atlanta, GA: 10/16 — 12/17

UX Visual Designer

I worked with a team responsible for creating the new AT&T header navigation, along with the new site search experience. This involved a tiered structure, moving from an overview of results, to results in categories, device selectors, search promotions, and searched FAQs. I was also responsible for creating icons for intranet community events, promo banners, interstitials, landing pages, and other creative deliverables.

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Deliverables and inclusions:

Redlines, comps, style guide documentation along with asset management and uploads

Software used:

Adobe Photoshop, Adobe Illustrator

Conisus

Atlanta, GA: 02/16 — 08/16

UX / UI Designer

I redesigned digital products by cleaning up user taskflows, converting fuzzy jpeg and png icons into sharp vector-based graphics. I compartmentalized the user interface into digestible content blocks and designed marketing material. I also documented product designs by creating style guides, functional specifications, and application workflows.

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Deliverables and inclusions:

Documentations, mockups, business cards

Software used:

Adobe InDesign, Adobe Photoshop, Adobe XD, Axure RP

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Macquarium

Atlanta, GA: 01/16 — 02/16

UX / UI Designer

I restructured and designed the Krispy Kreme Doughnuts Fundraising experience to help users quickly comprehend how the new service works. I crafted the sitemap, information architecture, and wireframes before moving to the visual design.

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Deliverables and inclusions:

Sitemap, wireframes, competitive analysis, mockups

Software used:

Axure, Adobe Photoshop

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Capital One Investing

Seattle, WA: 07/14 – 12/15

Product Designer

My job was to design the Account Overview page to display both types of accounts. Through competitive analysis and researching user goals, I proposed a more innovative design experience to better serve user needs.

I worked with a team of designers, product managers, product owners, and developers. I worked in an agile environment via a Kanban approach. With bi-weekly design meetings and reviews where I presented my work and explained my design decisions.

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Deliverables and inclusions:

wireframes, prototypes, mockups, design sprints, design thinking, UX artifacts, journey mapping, iOS design (phone and tablet), responsive design

Software used:

Adobe Illustrator, Adobe Photoshop, Adobe InDesign, Axure RP, Visio Studio, InVision

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Education:

Columbia College Chicago: Chicago, IL
Bachelor of Arts in Film/Video and Photographic Arts - 2010

International Academy of Design and Technology Chicago: Chicago, IL
Web and Graphic Design - 2007