

L. JASON MITCHELL

UX Designer

503.481.2584

ljasonmitchell.work@gmail.com

linkedin.com/in/ljasonmitchell

ljasonmitchell.com

SKILLS

UX/UI design and research
user-centered design practices
interviewing
user testing
persona development
journey maps
illustrations (technical + creative)
wireframing
prototyping
sketching
visual design
interactive design
public speaking
sales
training
web maintenance
traffic management
coordinator

TOOLS

Adobe CC
Sketch
Figma
Axure
Maze
InVison
Marvel app
HTML
CSS
jQuery
Miro
Optimal Sort
Slack
Trello
Jira
Basecamp
Quickbase
Squarespace
Microsoft Teams
Zoom
Adobe Connect
Google Apps

WORK EXPERIENCE

vMOX Nov. 2020–present

UX Designer

Participated in user testing to drive design decisions. Designed interfaces used for business and customer facing websites. Worked extensively within a design system to ensure consistency with multiple brands. Created wireframes and interactive prototypes.

Precision Planting Nov. 2019–Nov. 2020

UX/UI Designer

Provided direction on designs for IoT interface for agricultural equipment. Developed app designs that connected IoT system and mobile devices. Interviewed agronomists, engineers, and customer service reps to inform design decisions. Created custom icon libraries and developed the design system used by the Research and Development team.

BidPro App June–July 2019

UX Designer - Contractor

Developed an app to connect users and home service providers with trust and transparency for a seamless process.

Created domain research and competitive analysis. Synthesized user interviews with affinity mapping. Drew low fidelity wireframes for concept testing. Designed personas, mid-fidelity wireframes for usability testing, task flow, journey map, and interactive prototypes.

Explore Interactive Augmented Reality Game May–June 2019

UX Designer - Contractor

Designed on-boarding and error handling to immerse elementary students in an augmented reality game to teach science, technology, engineering, and mathematics (STEM) education.

Performed domain research and competitive analysis. Used affinity mapping to organize data from user interviews. Drew low fidelity prototypes to test concepts. Designed personas, mid-fidelity wireframes, task flow, journey maps, and interactive prototypes.

W. L. Gore Medical Nov. 2008–Dec. 2018

UI Designer and Illustrator - Contractor

Created marketing materials, interactive designs for sales associates, web banners, packaging, style guides, and illustrations using Adobe CC. Incorporated UX best practices in contextual inquiry for user testing with designs and products. The results from testing were used to inform universal design methodologies.

EDUCATION

Flatiron School // Designation Certificate UX Design (Chicago, IL)

Argosy University Masters of Arts in Education (Seattle, WA)

Northern Arizona University Bachelor of Fine Art in Visual Communication (Flagstaff, AZ) • Minor in Business Administration