JESSIE VAN
PRODUCT DESIGNER

415 425 7633
jessievan@me.com

www.jessievan.com

PROFILE

My point of view, and a few thoughts on product design:

I care about the details and consider the motion design of affordances to be crucial in creating effective, intuitive interfaces. I like prototyping – it helps me think through interaction models and new possibilities.

I really love snowboarding, mountain biking, and hiking. I enjoy seeing things from a fresh perspective :)

SKILLS

I have experience working with teams to brainstorm and **whiteboard** concepts. I can create **wireframes** at varying levels of fidelity, and enjoy **prototyping** ideas. I have some front-end coding experience, and enjoy working with devs to build ideas out. I have worked with **distributed teams** using version control systems (**SVN, and Git**).

Software that I'm familiar with:
- Sketch
- Photoshop
- Illustrator
- InDesign
- Invision
- Keynote
- After Effects
- Principle, Framer JS
- HTML & CSS

* I have worked with many different prototyping tools and frameworks – to avoid a full laundry list above, I've kept it to just my favorites. If you use a different prototyping tool that works well in your established workflow, I would be happy to learn it.

WORK EXPERIENCE

Google   October 2016 - Present
Contract UX Designer

I work on payments, my focus is on growth related features in Android Pay. My work spans from wireframing and helping with research studies to creating visuals for onboarding animations and UI, as well as animating and prototyping.

Freelance   June 2012 - Present
Interface Design, Interaction Design, Motion Design, Prototyping

I have worked on brands such as Google, eBay, AT&T and Adidas Skateboarding. I've worked with agencies, design studios and also taken on solo projects. The work has been primarily in the realms of responsive site design, interaction design, UI design, motion design, and prototyping.

Samsung R&D   March 2014 - July 2015
Contract Product Designer

I worked on future vision products for in home experiences. As a team we worked to determine features and user flows. I contributed to team efforts with interaction design, UI and overall visual design, as well as motion design for interactions, and prototyping.

Method Design   March 2013 - October 2013
Contract Interaction Designer

Over the course of this contract, I helped on 4 projects. I created wireframes and conducted user interviews to help create a simplified set up flow for an enterprise software application. I created wireframes and contributed to the visual design of a website promoting an internal project. I helped prototype and define the interaction models and motion behaviors for a gaming platform. I also contributed UI animations for a vision video of an enterprise software platform.

Moving Brands   September 2012 - March 2013
Contract Interactive Designer

I helped to create an interactive branding guideline for Microsoft. As a part of a team, I worked to define the visual design language of a whitelabel internet TV service. I also did motion studies to help test interaction models, and define the motion language of the system.

Razorfish   March 2008 - June 2012
Interactive Designer

I worked on animations and the interaction design of UI elements for iOS apps and large installation touch screens for Intel. I worked on distributed teams to design and code websites, banners and other interactive media for Intel, Microsoft, Best Buy, Levi's, Activision, and Visa.