UX/UI DESIGNER
JOAN DESJARDINS

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SUMMARY

With a track record spanning back to 2006, I've been instrumental in empowering clients by designing over 10,000 products for numerous satisfied clients. In 2016, I initiated my career transition into a User Experience Designer role. I initially embarked on this journey through on-the-job training and later made the decision to pursue formal education. I successfully earned my design certificate, and I am now fully immersed in the UI/UX Designer position. As a seasoned professional, I have spearheaded successful user research initiatives, crafted impactful UI/UX designs, and developed winning product strategies.

SKILLS & TOOLS

Hard skills: User Research, Wireframing, UI, Prototyping, UX Testing, Decision Making
Soft skills: Empathy & Active Listening, Effective Communication, Persuasion, Curiosity
Tools: Figma, Notion, Adobe Suite, FigJam, HTML, CSS, Java Script, Trello, Jira, Canva

EXPERIENCE

UI/UX Assistant Lead   September 2023 – present
Sports Excitement

- Assisting in user research activities such as surveys, interviews, and usability testing
- Creation and maintenance of design doc (storyboards, user flows, and wireframes)
- Collaborating with designers to create and refine user interface design systems
- Development of interactive prototypes to test and refine user experiences
- Analyzing data from user research and usability testing to identify trends and insights

Freelance UI/UX Designer   October 2022 - present
Miami, FL

- Keeping up to date with design and software trends
- Managing client proposals from typesetting through to graphic design
- Preparing rough drafts of material based on an agreed brief

UI/UX Designer   May 2023 – July 2023
Level Up Basketball

- Worked in a team to design and conceptualize a digital tool for a basketball training app
- Explored and incorporated users' feedback into decision making process
- Designed and delivered wireframes for mobile interface environment
- Used various strategies and media platforms to perform user research

UI/UX Designer   August 2016 - October 2022
GM Print LLC

- Transition with on job training to applying user centered design principles
- Collected and organized data from research efforts
- Collaborated with stakeholders to create and refine user interface designs
- Staying up-to-date with UX design trends and tools

Graphic Design Manager   January 2013 - October 2022
GM Print LLC

- Managed team of designers, schedules, payroll, and oversaw quality control
- Created illustrations, logos and other designs using Adobe Suite apps
- Managing client proposals from typesetting through to graphic design
- Prepared rough drafts and presented ideas

Graphic Designer   March 2009 - December 2012
iPrint & Design Group

- Worked in collaboration with production teams to ensure deadlines are met and material is printed to the highest quality
- Amend designs after feedback
- Used color theory to craft visually appealing products

EDUCATION

Miami Dade College | Miami, FL
BS in Biology and minor in Philosophy, not finished

COURSES

UX & UI Design, Careerist.com