UI/UX 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 to include a UX/UI Designer role. 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: UX Research, Wireframe, Composition, Prototyping, UX Testing, Typography
Soft skills: Empathy & Active listening, Effective communication, Persuasion, Curiosity
Tools: Figma, Notion, Sketch, Adobe Creative Suite, HTML, CSS, Java Script

EXPERIENCE

UX Design Instructor   January 2024 — Present
America On Tech

- Infusing courses with the latest UX trends and technologies, preparing students for real world design challenges
- Using engaging and interactive teaching methods like videos, group activities, and hands-on projects to create an exciting and participatory learning environment
- Staying current with industry trends to ensure content reflects UX methodologies

UX Design Lead Intern   September 2023 — Present
Sports Excitement

- Developing a comprehensive design system to streamline website creation
- Designing product strategies and employing user-centered design principles to advocate for the user to ensure problem solving
- Creating and maintaining of design documentation (personas, user flows, wireframes)
- Developing interactive prototypes to test and refine user experiences
- Analyzing data from user research and usability testing to identify trends and insights

UX Design Intern   May 2023 — July 2023
Level Up

- Communicated with a cross-team to design and conceptualize a new feature for app
- Designed and delivered wireframes for mobile interfaces using design system
- Used various strategies for user research including prototyping and user testing

Graphic Design Manager   January 2013 — October 2022
GM Print LLC

- Conceptualized visuals based on requirements, prepared drafts, and presented ideas
- Created illustrations, logos and other designs using Adobe Creative Suite apps
- Began user experience practices and job functions

PROJECTS
UX Designer for Dunkin' Donuts   Jan 2023 — May 2023

- Wireframed, prototyped and developed high-fidelity mock-ups
- Created user personas to inform visualization process with collaborative brainstorming and editing sessions
- Performed testing on interface elements like banners, CTAs, buttons and navigation
- Identified weak and powerful points and redesigned digital assets to make them more user-friendly

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

COURSES
UX & UI Design, Careerist.com