

JEREMY GREEN 🌿 UI/UX/Graphic Designer

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TECHNICAL SKILLS

Photoshop/Illustrator CC, Figma, Sketch, Slack, Trello, Xmind, After Effects CS6, Webflow

RECENT PROJECTS

UI/UX Designer Faultline - *Survival Earthquake Response*. <https://faultline.app>

Worked with developers focusing on UI design, research, and illustrations for a disaster preparedness kit that is 99% more accessible, and has 80% faster search performance than USGS.

Tasks include:

- 🌿 dev contact
- 🌿 presentations
- 🌿 style guide
- 🌿 competitive research
- 🌿 branding
- 🌿 accessibility
- 🌿 heuristics
- 🌿 UI layout
- 🌿 iterations
- 🌿 mobile/desktop flows
- 🌿 wireframes
- 🌿 illustrations

UI/UX Designer Replate - *Food Delivery Volunteer Service*. <https://replate1.now.sh/>

Conducted research, interviews, and designed UI layouts for a mobile and desktop version of a potential response to hunger crises and food waste.

Tasks include:

- 🌿 presentations
- 🌿 interviews
- 🌿 research questions
- 🌿 competitive research
- 🌿 card sort
- 🌿 proto-persona
- 🌿 site map
- 🌿 iterations
- 🌿 style guides
- 🌿 production summary
- 🌿 mobile/desktop wireframes

UI/UX/Product Designer Fidelity - *Modern Role-playing game designed for GenZ*. Game in testing phase. See my website for project brief.

Designed concept, rulebook, UI start to finish. Conducted interviews and testing for a RPG that sets up in 6 minutes and scenarios average 1 hour versus competitor's 11 hour equivalent.

Tasks include:

- 🌿 game concept
- 🌿 rulebook
- 🌿 interviews
- 🌿 research
- 🌿 presentations
- 🌿 UI layout
- 🌿 style guide
- 🌿 printed materials
- 🌿 testing
- 🌿 mobile wireframes
- 🌿 mobile flows

EXPERIENCE

Sign Designer/Addressing Consultant Gannon Design - Orange, CA 2018-Present

Streamlined mailroom locations and mailbox layouts from 3 hours labor to 30 minutes.

Tasks include: Read architectural plans, consult with fire departments, utilities, and USPS. Design planning sheets, wayfinding, emergency evacs, addressing. Design color boards/branding, city code and ADA signage, and location maps. Setup patterns for production vendors.

Animation Project Manager/3D Artist JBullock & Assoc. - Pasadena, CA 2004-2018

Streamlined home renderings from 10-12 hours labor to 3.5 hours and added photorealism.

Tasks include: Productivity mgmt, workflow design, job costing, quality control, client comm, employee review, training, R&D, read/cleanup architectural plans, 3D model, texture, animation, lighting (Vray/Mentalray), script macros in maxscript, build prop libraries, compositing.

EDUCATION

Lambda School - Online. Graduate: May 2021. Major: UI/UX Development

A.S.A, Art Institute - Los Angeles. Graduate: 2001. Major: Computer Animation