

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.

My group project roles:

- 🌿 collaborate with developers about accessibility, heuristics, and UI layout
- 🌿 produce wireframes, web flows, and conduct presentations to peers and stakeholders
- 🌿 design logo, branding, color and style guides, and re-create informative illustrations
- 🌿 research competitors, benchmark, and learn about disaster preparedness user needs

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.

My group project roles:

- 🌿 conduct research, surveys, and interviews to establish user base and culture
- 🌿 produce wireframes, web flows, and conduct presentations to peers and developers
- 🌿 create proto-personas, a site map, and card sort for discussions and brainstorming key points
- 🌿 design logo, branding, color and style guides, and UI layouts for desktop and mobile platforms

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.

My solo project roles:

- 🌿 conceptualize core game, rule book, and streamline for easy and understandable game play
- 🌿 conduct competitive research, interviews, and game testing sessions for replayability and pain points
- 🌿 design UI layout, printed materials, mobile wireframes, branding, and some illustrations
- 🌿 produce working game models for presentations and game testing, and be the Game Master

EXPERIENCE

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

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

My roles: 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.

My roles: 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, Photoshop/After Effects compositing.

EDUCATION

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

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