

JAMES DAVIDSON

Multidisciplinary Designer | San Francisco Bay Area, CA

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MULTIDISCIPLINARY DESIGNER

STANFORD GRADUATE SCHOOL OF BUSINESS

12.2021 – present

- Conceives, and develops graphics, UI/UX and illustrations for projects involving abstract or technical content requiring extensive subject matter/client knowledge, collaboration and coordination over various mediums and disciplines for educational and outreaching purposes.

VISUAL DESIGNER

CALIFORNIA ACADEMY OF SCIENCES

09.2015 – 12.2021

- Lead end-to-end UI/UX design process of online publication platform working collaboratively to develop and build the visual design system and publish immersive and engaging features on a weekly basis from initial conception through completed, user-centered designs
- Streamlined cross-functional handoffs by establishing collaborative design processes and communication covering ideation, workflows, early sketches, prototyping, high-quality visual design leading to innovative, great-looking, informative products for exhibits with a life span ranging from six months to 5+ years
- Weaved information, typography, iconography, color, and space to create high-quality visuals that allow visitors of all ages to explore and engage in the exhibit experience across multiple platforms and through multiple languages
- Formalized development, maintenance, and evolution of various web and exhibit experiences, gathering insights from visitors and partners that inspire and inform design, create a point-of-view around visual style and user behaviors, and establishes deliverable commitments
- Explored concept development across multiple platforms, forming a cohesive offering of intuitive, beautiful design, interlaced with the Academy's evolved master brand

DESIGNER/ART DIRECTOR

SOCIOFABRICA, DOREMUS, VML, UW

05.2010 – 09.2015

- Collaborated closely, and partnered with visual programs to solve complex challenges related to marketing, social media aggregation, and highlighting product unique capabilities and personalities
- Evolve and apply new design styles and aesthetics to showcase and redefine quality products to a new and diverse audience

SKILLS

wireframing, prototyping, systems design, UI/UX design, grid systems, illustration, file organization, user-centered design principles, information design, time management, presentation design, collaboration, diplomacy, lightheartedness :)

APPLICATIONS

Adobe CC: Illustrator, InDesign, Photoshop, After Effects; Webflow, HTML/CSS, G Suite: Drive, Slides Sheets, Docs, Calendar, Meet; MS: Powerpoint, Word, Excel; Slack, Zoom

EDUCATION

University of Washington

Visual Communication Design, BFA

2011

VOLUNTEER + PROGRAMS

PoliceAccountability.com

Website Design

2020

March for Science SF

Flyer/Poster Design

2017

SF Bike Coalition Winterfest

Poster Design

2014, 2015

AAF Seattle Art Bash

Artwork for Auction

2012

UW Rome Program - Design

Third Year Student

2010