

JACOB OLENICK

User Interface Designer - Product Designer

[Dribbble](#)

[Linkedin](#)

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EMPLOYMENT HISTORY

User Interface Designer, AXS / AEG

July 2021 - Present

- Executed pixel-perfect designs and solutions
- Worked remotely with the UX team.
- Designed high-fidelity mockups and prototypes in figma and invision

Contract Product Designer, That Web Studio

January 2020 - Present

- Executed pixel-perfect designs and solutions
- Worked with many different teams across the globe remotely.
- Designed user-flows, lo-fi mockups, high fidelity mockups, using Figma
- Developed fully customized and advanced websites using Webflow and custom javascript code
- Managed and pieced together external integrations to create a better user experience and more functional website.
- Was client-facing and headed up design and development briefs

Contract Product Design / React Developer, V.One

March 2021 - June 2021

- Solving Complex problems in related to finding the right solutions for converting React code into native apps for our user-base when they use our drag and drop web builder
- Working with React, React Native, and Node.JS
- Building the future of No-Code SAAS products.
- Working with team members from around the world

UX Designer and Project Manager, Incredible Marketing

June 2020 - December 2020

- Worked in collaboration with Project Managers, Developers, and Designers.
- Oversaw visual display plans and managed teams creating those plans
- Adhered to industry best practices, leading to greater successes.

Technical Competencies

Languages/stacks: HTML, CSS, Javascript, React.JS, React Native

UX/UI Tools: Figma, AdobeXD, Webflow, Lucid Charts, Invision, Sketch, ProtoPie, Zeplin, Mural

Communication: Slack, Zoom, Google Meets, Clickup, Trello, Asana, Jira

Contract Mid-Level UX/UI Designer, Adapt

September 2019 - December 2019

- I translated the vision and user requirements into wireframes and user interfaces to make the overall experience of the app relational in a beautiful and simplistic way.
- I evaluated user requirements in collaboration with PM's and engineers
- I designed the mobile application (both iOS/Android) and made the brand pages more user friendly.

Contract Mid-Level UX/UI Designer, Unfold

January 2021 - March 2021

- 5-week contract role
- Executed pixel-perfect designs and solutions
- Worked with team members across different time zones remotely.
- Developed fully customized and advanced websites using Webflow and custom javascript code
- Was client-facing

Contract UX/UI Designer, Apodment

June 2020 - January 2021

- Executed pixel-perfect designs and solutions
- Worked with many different teams across the globe remotely.
- Designed user-flows, lo-fi mockups, high fidelity mockups, using Figma
- Developer fully customized and advanced websites using Webflow and custom javascript code
- Managed and pieced together external integrations to create a better user experience and more functional website.
- Was client-facing and headed up design and development briefs

Contract Head of Product, theosU

February 2020 - January 2021

- Created user personas
- Conducted UX research
- Worked directly with the company CEO to execute the vision
- Designed pixel-perfect mockups using Sketch
- Passed off files to their development team

Contract Lead Product Designer, Apartments24/7

January 2019 - May 2019

- Created user personas
- Conducted UX research
- Worked directly with the company CEO to execute the vision
- Designed pixel-perfect mockups using Sketch
- Passed off files to their development team

EDUCATION

Nucamp Coding Bootcamp, Certificate

December 2020 - April 2021

Full-Stack and Mobile Development (HTML, CSS, Bootstrap, Javascript, React, React Native, MongoDB, Express, NodeJS)

Graduated with honors and the top 10% of all graduates. Also finished with 100% overall average.

Google UX Certificate, Certificate

June 2021 - Present