

## Work History

### Senior User Experience Designer

Vivint

June 2011 - Present (6 months)

- **Continuous research** into the needs of the user including contextual inquiry, task analysis, usability testing, surveys and usage logs
- **Identify where and how** the current user experiences can be improved through usability testing
- **Quickly design improved usability** and work flows based on the user research and the project requirements
- **Design high and low fidelity wireframes** and pixel-perfect finished artwork
- **Iterate quickly through concepts** using mockups and prototypes
- **Conduct design meetings** and manage client expectations throughout the project
- **Gather feedback from mockups and prototypes** to refine the design and get buy in
- **Create and enforce user interface standards** across the product experience
- **Work closely with the development and quality assurance** group to ensure the integrity of the design is maintained and to address any issues or concerns that surface

### Senior User Experience Designer

OneGreatFamily.com

May 2006 - July 2011 (5 years 3 months)

- **Defined and developed** the user experience for 3 stand alone applications and 1 major addition to the website.
- **Worked with** the CEO and VP of Marketing (acting as Product Owners) and the engineers in drafting initial design concepts.
- **Conveyed the interaction ideas** using low and high fidelity wireframes, mock-ups, storyboards and prototypes.
- **Created developer ready** designs including full graphic design on very tight deadlines. I often only had a day or two on some of the more time sensitive projects.
- **Maintained, refined and improved** the existing graphic standards and corporate brand.
- **Provided ongoing support** and guidance to the engineering and quality assurance teams during implementation and testing.
- **Planned and conducted** ongoing usability tests during both the design and implementation phases.
- **Dramatically increased the efficiency** of the engineering team by introducing a design process to the company and continually refining that process over time.
- **Created major increases** in company revenue through my creative influence and design solutions in support of the marketing team.
- **Mentored and managed** the activities of junior designers.

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## Education

### Bachelors in Design,

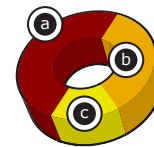
### emphasis on multimedia

Brigham Young University,

Provo, UT

1996-2000 Graduated 2000

## Specialties



- a. Interaction Design
- b. Visual Design
- c. Usability Testing

## Skills

- Illustrator
- Photoshop
- Evernote
- Flash
- Fireworks
- MS Office
- Camtasia
- Self-starter
- Persistent
- Highly creative
- Strategist
- Visionary
- Fast learner
- Enthusiastic to learn new things
- Great listener
- Highly adept at getting inside the heads of customers and stakeholders
- Enjoy ownership and responsibility
- Highly organized
- Love what I do

## Links To More

- Samples of my work  
<http://www.jonathonjuvenal.com>
- Recommendations  
<http://www.linkedin.com/in/jjuvenal>
- References available upon request

## Work History (Continued)

### Senior Web Designer

Ancestry.com

March 2004 - February 2006 (2 years)

- ♦ **Defined and developed** a multitude of marketing experiences for new and existing Ancestry customers.
- ♦ **Worked with** product owners, marketers and other designers in drafting initial concepts.
- ♦ **Conveyed design ideas** using wireframes, mock-ups, storyboards and prototypes.
- ♦ **Maintained corporate branding** throughout the new interfaces.

### Web Designer / Developer

Self-employed

May 2003 - March 2004 (11 months)

- ♦ **Designed and developed** a number of small to large web solutions for various clients.

### Web Designer / Developer

All Terrain Media

September 2002 - May 2003 (9 months)

- ♦ **Designed and developed** new website experiences and marketing experiences for existing websites.

*Find the rest of my work history on my LinkedIn profile:*

<http://www.linkedin.com/in/jjuvenal>