


# JESWIN JAMES

## CONTACT

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 www.jeswin-james.com

## SKILLS

### Software

- Figma
- Sketch
- Adobe XD
- Unreal Engine
- Procreate
- InVision
- Illustrator
- SolidWorks
- AutoCAD
- Python
- Jira
- Confluence

### Design

- Usability Testing
- Visual design
- Prototyping
- Mobile Design
- Game Asset Creation
- Iconography
- Game Creation
- Interaction design
- Wireframing
- Persona Development
- Journey Mapping

## CERTIFICATIONS

Interaction Design Specialization  
Certificate, University of California San  
Diego, 2022

Google UX Design Professional  
Certificate, 2021

## EDUCATION

September 2016

## WORK HISTORY

May 2022 - Current

**Lead User Experience Designer** *Bank Of America*, New York, NY

- Created an improved pattern/icon for design library that is utilized as a new standard for all design teams
- Managed project timelines and resources efficiently, delivering high-quality work within established deadlines.
- Collaborated with designers to improve the quality and usability of the overall UI, while meeting stakeholders' requirements
- Led brainstorming sessions with interdisciplinary teams generating innovative ideas contributing to product development success.
- Presented design reviews to project owners, developers, and stakeholders

November 2020 - April 2022

**UX Designer** *Cuehype*, New York, NY

- Enhanced user experience by designing intuitive navigation and visually engaging interfaces.
- Created the work of design concentrations including visual design, interaction design, design research, and prototyping
- Developed responsive designs to ensure optimal performance on various devices and platforms.
- Created design solutions including strategy decks, wireframes, flowcharts, low fidelity and high fidelity prototypes, and detailed creative mockups

February 2017 - October 2020

**Zimute Media Inc Product Designer**, New York, NY

- Established and contributed to the continual improvement of the team's agile UX design and development process
- Executed all visual design stages from concept to working with backend developers
- Performed other duties and projects as assigned or requested, including user research, 3D modeling, and 2D drafting
- Led discussions and weekly sprints with the team to ensure that the customer vision was understood, created wireframes at varying fidelity and prototyping ideas, conducted usability tests

## PROJECTS

**Game Design:** Currently designing game assets and art for IOS from personal concept. User research, storyboards, mockups, and paper and digital system prototypes have been created. Working on motion graphics, UI systems, and human-computer interaction design. Former personal completed projects include Hangman, Rock Paper Scissors, and Treasure Island utilizing Python.

**Flagscape Mobile:** Worked with designers and project managers across departments to solve accessibility issues with the app. Designed useful digital experiences for iOS and Android platforms. Participated in accessibility tests to ensure design viability. Handed off the final product design to developers to implement

**Appian Integration:** Integrated roster management tool, cohort participant tracking, and enhanced reporting on the Onboarding Portal. This has created a centralized academy experience with a single point of entry for onboarding and cohort management activities. The integration allowed the business to automate manual processes and further drive data efficiencies

**Onboarding Portal:** Over 500 screens (user journeys) were designed, with extensive testing across various personas to tailor the platform for the organization's 200,000+ employees, ensuring a wide-ranging applicability and inclusivity. Received high praise for its ease of use, clean design, and supportive features, achieving an exceptional usability score above 80. Expected to cut employee turnover by 30%, save over 100,000 manager hours, and reduce support costs by \$3 million annually, enhancing new hire integration and supporting organizational goals.