



ANTHONY JONES

UX/UI DESIGNER

Atlanta

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SKILLS

UX Design
UI Design
Design Thinking
Design Systems
Visual Design
Sketching
User Research
Usability Testing
Wireframing
Prototyping
Technical Writing
Typography
Web Design

TOOLS

Figma
Agile/Lean
Sketch
Adobe XD
Photoshop
InDesign
HTML5/CSS3
SASS/SCSS
PHP
Illustrator
Pen & Paper
Material UI
Medium

PROFILE

User experience designer fascinated with understanding the perspective of the end user through process-oriented design practices. I enjoy collaborating with others to ensure deliverables meet business goals/user needs. I am passionate about design thinking and efficiency, always looking for ways to improve a products current process based on available data and research.

EXPERIENCE

2021 **LEAD UX/UI DESIGNER** AIMSPLUS+ SOFTWARE

NOW Lead design thinking and execution of projects/initiatives while collaborating with stakeholders/brand partners to create technology, capabilities, and processes that allow efficient digital experiences, all while ensuring timely delivery of a product that is tailored to the needs of the user. Operating within a Lean/Agile development process helps drive deliverables, continuous product improvements, and quick learning for the team. I also worked with the product manager to construct a development plan that met business requirements and technical constraints. Worked with industry-standard software such as Figma, Adobe XD, Wordpress, Photoshop, Illustrator, Procreate, & MS Office.

APR 2020 **WEB DESIGN/IT INTERNSHIP** KELLERWILLIAMS

Designed and coded, user-friendly web and mobile-based applications.

JULY 2020 Defined front-end frameworks, UX/UI style guides, and user flows to drive efficiency and consistency. Worked directly with the project manager, stakeholders, design team and end users. Assisted with UX testing, programming, development and database administration. Worked with industry-standard software such as Figma, Adobe XD, Atom, Photoshop, Illustrator, & Wordpress.

2016 **GRAPHIC DESIGNER** FREELANCE

2021 Developed visual concepts, logo/branding, album covers, newsletters, business cards, invoices, flyers, and tattoos, to communicate ideas based on client requirements. Worked in tandem with clients based on requirements, refinement, and client feedback. Worked with industry-standard software such as Figma, InDesign, DreamWeaver, Photoshop, Illustrator, & Procreate.

2013 **EXECUTIVE DIRECTOR & FOUNDER** SOUL CLOTHING

2018 Designed t-shirts, hoodies, hats, etc. for customers under strict deadlines leaving no room for error in order to ensure 100% customer satisfaction. SOUL Clothing provided the opportunity to grow as a professional designer while improving my fluency in industry-standard software such as Adobe Photoshop, Lightroom, Illustrator, InDesign, & DreamWeaver.

EDUCATION

2020 **KENNESAW STATE UNIVERSITY** BS: INTERACTIVE DESIGN

My degree program focuses on enhancing the customers' experience with a product while focusing on marrying business goals with user goals, needs, and motivations.