

# Jake Landry

UX Designer, Rapid Prototyper, Tinkerer, Amateur Photographer

## CONTACT

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## EXPERIENCE

### **T-Mobile, Bellevue, WA — Sr. UX Designer**

MAR 2020 - PRESENT

- Made strategic design decisions advocating for a strong end-to-end, omni-channel user experience.
- Managed project backlog for a team focused on existing T-Mobile customers.

### **T-Mobile, Bellevue, WA — UX Designer**

APR 2019 - MAR 2020 (Contract via Collabera)

- Designed wireframes, compositions, and prototypes for use by the development team and stakeholders.
- Created and maintained a design system for use by developers and designers.

### **Purposeful, Bellevue, WA — UX Designer**

SEP 2018 - FEB 2019 (Contract via Filter Digital)

- Carried project from ideation to engineering via wireframes, compositions, and prototypes.
- Was responsible for creation of a highly successful (NPS 64) prototype that secured funding for the project's future.

### **Luxoft, Kirkland, WA — UX Designer**

JUL 2015 - SEP 2018

- Designed wireframes, information architecture, visual design, and more for apps and websites for clients including Microsoft, Alaska Airlines, and RocketSpace.
- Worked with the sales team to supplement sales materials and provide guidance on pitch decks.

### **Airbiquity, Inc., Seattle, WA — Business Analyst**

OCT 2013 - JUL 2015

## EDUCATION

### **University of Washington, Seattle, WA — Human Centered Design & Engineering**

SEP 2009 - JUN 2013

Completed Bachelor of Science in Human Centered Design & Engineering, HCI Concentration

## TOOLBOX

Adobe XD  
Adobe Illustrator  
Adobe AfterEffects  
Axure RP  
JustinMind  
Figma  
Sketch  
Principle  
Zeplin  
Miro  
InVision

## EXPERTISE

Wireframing  
Prototyping  
Visual Design  
User Journey Mapping  
Information Architecture  
Web Design  
iOS Design  
Android Design

## DEVELOPMENT

C#  
HTML5  
CSS3  
jQuery  
Swift  
Unity