

# Jia Jie Saw

## UX Designer

(765) 714-7488  
jiajiesaw@gmail.com  
<https://www.jiajiesaw.com>

\*Able to start full-time in July-October 2024

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## Skills

Wireframing | Storyboarding | Prototyping | UI Design | Usability | Testing | Information Architecture | User Research | User Interviews | Personas | Site Map | User Journey | Card Sorting | Competitive Analysis | Heuristic Analysis | 3D Modeling | Animation | Figma | Sketch | Adobe XD | Miro | Adobe Creative Suite | MAYA | Cinema 4D

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## Experience

### More Voltage LLC / UX Designer

January 2024 - PRESENT, ONLINE

- Investigated designing an app to manage home inventory. Focused on research determining the needs and necessities of users and the desirability of this app. After findings proved inconclusive, decided not to work on it.
- With a team of UX Designers, we are designing an app for new parents to track data for infant development. Currently the app is in the research phase to determine the critical needs of users and most common challenges new parents face.
- Implement a user-centered design approach, leading to a marked improvement in application usability and customer satisfaction.

### Hobbes / Creative Lead

August 2023 - April 2024, Detroit, MI

- Produced a drone show of the story Hercules as an industry design project to create a large story-type show utilizing drones. As creative lead, I worked with artists and designers, developing the concept art and storyboards into animations and actual 3D representation via drones. This project will "air" live in Summer 2024.

### Ivy's Axolotl / Lead Artist, Lead Designer

August 2023 - December 2023, Seattle, WA

- Redesigned the company's branding standards to align visual design for product development and marketing. With significant research, I redesigned the logo, theme, merchandise, and box packaging. The completed style guide organized the company's branding and went into effect in December 2023.
- Created and implemented design strategies, style guides, and branding standards, resulting in a cohesive brand identity for the company.
- Conducted iterative design reviews, enhancing the quality and consistency of visual outputs and ensuring alignment with project goals and brand values.

### Springboard / UX Design Trainee

April 2023 - March 2024, ONLINE

- Mastered skills in sketching, wireframing, interaction design, prototyping, and usability testing as part of a framework focused on user-centered design's discovery, design, and evaluation phases.
- Designed and developed an app specifically for Purdue University students, offering a streamlined platform to find apartments near campus. The app features intuitive navigation and filters to simplify the search process, tailored to the needs of the student community.
- Conducted a design sprint project titled "GramCity." The project's primary goal is to evolve the app into a feature that helps users discover the most photogenic locations in any city, from tourist hotspots to unique public art installations.

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## Education

### Springboard / UX Design Certificate

April 2023 - October 2023, ONLINE

6 months of intensive course in UX methodologies and technologies

### Purdue University / B.S. Animation & Visual Effects Compositing

August 2021 - May 2024, West Lafayette, IN

GPA 3.53; Dean's List, Continued Good Standing