

Jesse Wolfe **PRODUCT DESIGNER**

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Summary

Enthusiastic and creative Product Designer with over 15 years of creating memorable user experiences. Highly adept in delivering Design Strategy that focuses on successful outcomes. Outstanding time management, organizational and communication skills.

Skills

- Design Strategy
- Visual Design
- Prototyping (writing code)
- Interaction Design (IxD)
- Information Architecture (IA)
- Excellent communication
- Wireframes
- User Research & Testing
- Proficient: Sketch/Photoshop, Framer, HTML/CSS, JavaScript, ReactJS, React Native

Experience

FlyHomes, Seattle – *UX Design Director*

JUN 2017 - PRESENT

Delivered design strategy and product design workflow for FlyHomes omni-channel home-buying experiences. Lead a team of 3 to address complex design challenges through research, collaboration and appropriate design methodologies.

- Implemented a Lean UX design workflow for tighter collaboration, greater transparency and more iterative design strategy thinking.
- Defined central design system based on pattern component (React) libraries and flex-based layouts.

Valorem Consulting, Seattle – *Senior UX Design Consultant*

MAR 2017 – JUN 2017

Defined and implemented new global corporate design life-cycle process. Prepared and presented design processes to onboard large clients such as Microsoft and Boeing.

Freelance Design Consulting, Seattle – *Senior UX Design Consultant*

JUN 2016 – MAR 2017

Website design, WordPress implementation, Information Architecture, Interaction Design, Visual Design.

Turner Broadcasting, Seattle – *Principal UX Designer*
NOV 2015 – JUN 2016

Delivered an optimized/scalable dashboard UI to boost corporate confidence in maintaining a 99.9% SLA standard. Conceptualized and designed a unique customizable electronic TV Programming guide interface for 3rd party broadcast producers to quickly adapt to the complexity of Live Event (sports) program scheduling.

Freelance Design Consulting, Seattle – *Senior UX Design Consultant*
SEP 2015 – NOV 2015

Website design, WordPress implementation, Information Architecture, Interaction Design, Visual Design.

Nordstrom, Seattle – *Group Development Manager*
MAY 2014 – MAY 2015

Manager of the N.com UI presentation layer and leading execution of legacy enterprise code migration over to a new extensible software system design. Brokered new product lifecycle workflow with multiple partner teams to enable more transparency and seamless delivery between the UX design and development cycles. Normalized our tooling and code sharing processes, shared quality testing and documentation standards and over all workflow velocity.

eBay, San Jose – *Principal UX Designer*
JAN 2012 - MAY 2014

Architected and delivered a new eBay social networking experience to augment the eBay search experience and to offer an entirely new engagement platform for the curatorial eBay user. Lead redesign and successful product launch of eBay Collectibles vertical. Introduced and architected a new product platform strategy using touch + camera interface on life-sized networked kiosks.

Microsoft, Redmond – *Lead UX Designer: Prototyping*
MAY 2008 – SEP 2011

Managed a team of 4 UX prototype developers. Drove advanced product prototype development within Windows Mobile, and lead an effort to organize a formal prototyping process for the Mobile UX design studio. Conceptualized and delivered a versatile prototyping tool enabling UX design exploration across the prominent business verticals Xbox, Zune, Windows Mobile and TV Media Center.

Education

Master of Science in Software Engineering
CARNEGIE MELLON UNIVERSITY

Bachelor of Fine Arts in Graphic Design & Illustration
WASHINGTON STATE UNIVERSITY