

JENNIFER MONES

UI/UX DESIGNER

CONTACT



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www.jennifermones.com

EDUCATION

Bachelors **Design** Class of 2014

Art Center College of Design

LANGUAGES

English **|||||**

Spanish **|||||**

French **|||||**

REFERENCES

Bregt Ectors

1(248) 571-3009

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Michael Lozano

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Jackson Neracher

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WORK EXPERIENCE

Senior UI/UX Designer

Ford Motor Company

September 2024 - February 2025

- Designed in-vehicle digital experiences for infotainment, telematics, and cluster displays, ensuring consistency across gesture, voice, and touchscreen interactions.
- Structured information architecture for complex in-vehicle systems, making navigation intuitive for diverse user groups and driving contexts.
- Collaborated with engineers, HMI specialists, and product managers to refine interaction flows and ensure feasibility within technical constraints.
- Advocated for user needs and design craft excellence during stakeholder reviews, influencing product decisions with data-driven insights.
- Designed dashboards and interfaces using Figma, ProtoPie, data visualization principles and accessibility standards (ADA Compliance).
- Seamlessly integrated into a design-mature client team, independently owning UX deliverables with minimal oversight.

Senior UI/UX Designer

Entrega

April 2020 - August 2024

- Conducted user interviews, A/B tests, and usability studies
- Collaborated with engineering teams to design user experiences that integrate with API-driven platforms, ensuring seamless data flow between vehicle interfaces, mobile apps, and cloud services.
- Created UX specifications and interaction patterns optimized for systems built on modular, API-first architectures.
- Translated business goals into product strategies by balancing user needs with market opportunities and technical feasibility.
- Conducted competitive benchmarking and UX research to identify differentiators and influence product roadmaps.

UI/UX Designer

Mitsubishi Electric

November 2018 - March 2020

- Collaborated cross-functionally to translate research insights into user journeys, storyboards, and personas that guided design and development decisions.
- Designed motion studies and microinteractions for infotainment and mobile companion apps, enhancing usability and delight in vehicle experiences.
- Prototyped animated screen transitions to validate usability and communicate design intent to stakeholders and developers.
- Designed and prototyped autonomous vehicle infotainment systems for CES
- Partnered with translators and localization teams to adapt infotainment content for global markets while preserving usability and clarity.
- Integrated accessibility and universal design principles into interface designs, improving inclusivity for drivers with different abilities.
- Conducted user testing and ethnographic research at car meetups and ride-alongs to uncover behavioral insights and validate interaction models.
- Created journey maps and service blueprints illustrating how users interact with the full ecosystem of in-vehicle and companion mobile touchpoints.

JENNIFER MONES

UI/UX DESIGNER

SKILLS

Adobe Creative Suite

- After Effects
7 yrs
- Illustrator
15 yrs
- InDesign
10 yrs
- Photoshop
15 yrs
- Premiere Pro
7 yrs

Development

- HTML
8 yrs
- CSS
8 yrs
- Javascript
6 yrs

Frameworks

- Angular
7 yrs
- Material
7 yrs
- React
7 yrs
- Salesforce Lightning
2 yrs
- Sharepoint
4 yrs

UI/UX Tools

- CRM Dynamics (Microsoft Dynamics 365)
3 yrs
- Figma
5 yrs
- Hotjar
2 yrs
- Miro
2 yrs
- ProtoPie
2 yrs
- Sketch
3 yrs
- UserZoom
2 yrs

Design

- Accessibility
9 yrs
- Design Systems
9 yrs
- Information Architecture
9 yrs
- Interaction Design
9 yrs
- Visual Design
11 yrs
- Prototyping
7 yrs

UX Methods

- A/B Testing
8 yrs
- Accessibility Compliance
9 yrs
- Agile Work
7 yrs
- Design Thinking
11 yrs
- High + Low Fidelity Prototyping
7 yrs
- Human Centered Design
7 yrs
- Information Architecture
10 yrs
- Journey Maps
7 yrs
- Process Flows
7 yrs
- Responsive Design
9 yrs
- Site Maps
9 yrs
- Storyboards
11 yrs
- User Flows
9 yrs
- User Personas
8 yrs
- User Research
8 yrs
- Usability Testing
8 yrs
- Wireframes
8 yrs

WORK EXPERIENCE

UI/UX Designer

GreaterGood.com

March 2017 - October 2018

- Led design within cross-functional Lean/Agile product teams, running design sprints, backlog grooming, and rapid iteration cycles.
- Advocated for user-centered design during sprint planning, ensuring research insights and accessibility standards informed MVP scope and development.
- Applied ethnographic research methods and human-centered design principles to understand customer behavior in physical and cross-channel touchpoints.
- Create customer journey maps and service blueprints to visualize multi-channel user experiences and identify areas for design intervention.
- Independently led field studies from planning through synthesis, delivering clear, actionable insights that informed product and service improvements.
- Ability to translate and document business needs into technical requirements
- Design and manage email campaigns, increasing open rates by 20% through targeted messaging- allowing the team to meet our KPIs.
- Presented research findings to cross-functional teams and stakeholders, ensuring alignment and buy-in across product, design, and business units.

Web Designer

Appworks Consulting

July 2016 - February 2017

- Applied WCAG 2.1/2.2 guidelines and best practices throughout the design process, ensuring digital products are accessible to users with diverse abilities.
- Designed end-to-end digital products, from early concept sketches to high-fidelity prototypes, across infotainment, telematics, and companion apps.
- Applied systems thinking to connect multiple touchpoints—vehicle, mobile, and service ecosystem—into a cohesive experience.
- Implemented accessible design solutions, focusing on keyboard navigation, color contrast, alternative text, and form design, to meet compliance standards
- Focus on user empathy and accessibility, adhering to industry best practices.
- Managed production tasks efficiently, optimizing workflow and timelines.
- Strong UI/UX aesthetic sense and an eye for detail
- Strong skills in Adobe Photoshop, Adobe Illustrator, Adobe InDesign, Adobe After Effects, Adobe Premiere Pro, and the entire Adobe Creative Suite
- Create site layout/user interface by using standard HTML / CSS / JAVA

Graphic Designer

CPI Luxury Group

May 2014 - June 2016

- Sourced, edited, and created images for product presentations, contributing to a 30% increase in sales.
- Collaborated closely with photography teams to achieve high-quality content.
- Led organizational efforts to streamline multimedia offerings, enhancing product presentation.
- Functioned as a hand model for the 2015 Macy's jewelry catalog.
- Captured and edited visual content, maintaining a consistent brand aesthetic.
- Demonstrated proficiency in Adobe Creative Suite for design tasks