



# JENNIFER MONES

## DESIGNER + ILLUSTRATOR

**Education** **Art Center College of Design**, Pasadena, CA  
B.F.A. Design, December 2014

**Experience** **UI/UX Designer**  
Entrega, Troy, MI  
April 2020 - Present

### Responsibilities

- Create + prototype UI/UX designs in Figma
- Create 2D animations/ motion graphics
- Edit videos to promote projects and ideas
- Create digital marketing collateral
- Manage email marketing
- Update and maintain asset repository
- Work closely with content, UI, product managers and developers to maximize customer success
- Develop design solutions via wireframes, prototypes, and other design artifacts
- Leverage a human-centered design process to deliver an easy-to-use UI and UX
- Know what Atomic Design is

### Skills

- Sketch + Figma + Visual Studio Code + Adobe Suite
- Ability to prioritize workload
- Embrace change, adapt quickly, and thrive in an ever-evolving team environment
- Effectively meet deadlines
- Excellent verbal + written communication

## Experience **Visual Designer**

La-Z-Boy, Monroe, MI

February 2020 - April 2020

### **Responsibilities**

- Help define a UX strategy to improve the organization's UX maturity
- Share knowledge of UX methodologies and best practices with project team members
- Design graphics for use both by internal and external company purposes
- Work collaboratively with software developers, product management, UX professionals, and other colleagues
- Develop UX guidelines to improve the consistency and quality of a wide range of enterprise applications

### **Skills**

- Sketch + Photoshop + Adobe Illustrator
- Ability to prioritize workload
- Previous experience with scientific, technical, or engineering products or workflow
- Effectively meet deadlines
- Strategic thinker with an understanding of how to increase an organization's UX maturity
- Experience with effective design critique
- Illustration + painting
- Strong collaboration skills
- Experience working in an Agile environment
- Ability to clearly and effectively communicate design processes, ideas, and solutions to cross-functional teams
- Some understanding of HTML + CSS
- Designs in compliance with the requirements in the Americans with Disabilities Act, as well as know how to design for inclusivity and accessibility

## Experience **UI/UX Designer + Storyboard Artist**

Mitsubishi Electric, Northville, MI

December 2018 - January 2020

### Responsibilities

- Develop and advocate user-centered design perspectives
- Design infotainment systems for autonomous vehicles within the Advanced Development Team
- Conceptualize ideas to present at CES 2020
- Work cross functionally with leaders and colleagues
- Engage in comprehensive project planning and scoping
- Create Storyboards to pitch ideas to clients
- Balance user needs, business objectives, and technical feasibility to solve problems effectively, with a focus on delivering high quality experiences
- Concept, design, and refine new products and services through systems thinking that solve user needs

### Skills

- Exceptional visual design eye
- Sensitivity to intelligent system interactions
- Understanding of Atomic Design principles
- Familiarity with Agile methodologies
- Prototyping abilities (e.g. InVision, Figma, Sketch, etc.)
- Proficiency in human-centered design approaches, techniques and philosophy
- In-depth knowledge of the latest UI trends, techniques, and technologies
- Ability to clearly and effectively communicate design processes, ideas, and solutions to cross-functional teams
- Some understanding of HTML + CSS
- Designs in compliance with the requirements in the Americans with Disabilities Act, as well as know how to design for inclusivity and accessibility

## **Experience** Email Designer + Marketer

Greater Good, Ann Arbor, MI

March 2017 - November 2018

### **Responsibilities**

- Design emails
- Work collaboratively to ensure solution and design fulfill business ask
- Design graphic concepts, assets, and visual treatments across different media and marketing channels
- Create animations for marketing collateral
- Work in an iterative development approach
- Identify project business values
- Manage email lists
- Partner with teams leading the development of brand websites, ecommerce and other digital experiences to ensure technology solutions support user experience
- Maintain relationships with senior management in all business areas
- Use global function to enable expert cross pollination across various teams within all global departments
- Create and source design and layouts for marketing materials, presentations, websites, packaging, motion graphics and other media such as icons, illustrations, photographs, etc.

### **Skills**

- Adobe Creative Suite
- Strong layout and typography skills
- Strong conceptual thinking
- Efficient workflow to meet all deadlines
- Think creatively to produce new ideas and concepts, while understanding the latest design trends

## Experience **WebDesigner**

Appworks Consulting, San Gabriel, CA

July 2016 - February 2017

### **Responsibilities**

- Develop and execute thoughtful creative prototypes with a high level of craftsmanship and attention to detail
- Ensure designs meet the clients' brand standards
- Present ideas, concepts, and prototypes to internal teams and clients
- Work with a resource manager to own assignments and prioritize multiple deadlines
- Communicate the status of projects and show a willingness to jump in help others
- Continuously learn, develop and grow skillsets
- Design with a focus on user empathy, accessibility, and design best-practices
- Accept feedback or instruction, and pivot accordingly
- Production work (resizing, file naming, conceptualizing, etc.)
- Collaborate across teams to conceptualize and ensure consistency

### **Skills**

- Adobe Creative Suite
- Strong work ethic with the ability to prioritize multiple projects and meet deadlines
- Word Press
- Efficient workflow to meet all deadlines
- Able to work autonomously and part of a team

## **Experience** Photo Editor + Hand Model

CPI Luxury Group, Pacoima, CA

June 2015 - July 2016

### **Responsibilities**

- Source, edit, and create images, working closely with the photography team
- Lead the charge in organizing, simplifying, and innovating multimedia offerings
- Create custom images and graphics
- Edit out jewelry imperfections
- Define processes and deliver content
- Build sets for product photography
- Capture and edit visual content
- Use right hand to model jewelry for Macy's

### **Skills**

- Adobe Creative Suite
- Solid understanding of how rights and permissions work with public domain photos
- Experience working with editorial partners and content production teams
- Reliable, have an excellent work ethic, and can work in a team with minimal supervision

## Experience Designer + Illustrator

Sunny-Dog Ink, Burbank, CA

May 2014 - June 2015

### Responsibilities

- Sophisticated graphic design sensitivity
- Provide deliverables such as concept sketches, drawings, and storyboards
- Layout pages for books
- Support Design critiques that will guide major design decisions
- Collaborate closely with clients
- Act as the voice of design for projects

### Skills

- Adobe Creative Suite
- Sophisticated graphic design sensitivity
- Advanced communication design and illustration background
- Storytelling/ Storyboarding

## Skills

### Digital

- Sketch
- Figma
- Photoshop
- Adobe Illustrator
- After Effects
- Premiere Pro
- Adobe InDesign
- Photo Editing
- HTML + CSS
- Visual Studio Code
- Wire Framing
- Prototyping

### Traditional

- Oil paint
- Markers
- Graphite
- Ink
- Acrylic Paint
- Resin
- Color Pencils
- Watercolor
- Gouache
- Clay

### Languages

- Fluent in Spanish + English
- Intermediate in French