JENNIFER MOREHEAD
UX / UI Designer • Los Angeles, CA

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Multidisciplinary Designer with experience in UX, UI, Visual Design, and Product Management

EDUCATION

Bachelor of Science, Interaction Design   *Santa Monica College (Santa Monica, CA)*   June 2022
- Graphic Design Associates Degree, 4.0 GPA

WORK EXPERIENCE

Senior UX / UI Designer   *Activision, Demonware (Santa Monica, CA)*   June 2021 - present
- Align product management effort for Web SSO feature across studios, legal, engineering, and design
- Support design and delivery of the Call of Duty stats feature for 3 titles
- Led UX design effort with cross-functional teams to build an internal experimentation platform
- Created the interactive web experience for the Warzone Recruit a Friend promotion

UX / Visual Designer   *Talaera (NY City, New York)*   Jan 2021 - June 2021
- Illustrated focused visual design to deliver client website with a 10.45% increase in user time on page
- Utilized After Effects to create custom motion graphics showcasing platform features
- Designed production-ready HR (Human Resources) dashboard interface

QA (Quality Assurance) Specialist   *Foundry (London, England)*   May 2013 - March 2017
- Wrote and executed manual test plans of over 45 test cases
- Documented human centric workflows between Flix and Adobe Photoshop

Footwear Designer   *ACI International (Los Angeles, CA)*   Nov 2005 - June 2012
- Designed & produced licensed, and private label footwear for Target, Payless, Kmart, and Walmart
- Oversaw design teams & development in 2 overseas offices
- Developed interactive product prototypes using Adobe Photoshop, After Effects, and Actionscript

ACADEMIC PROJECTS

Spex   *Santa Monica College, Santa Monica, CA*   Spring 2021
- Created physical and digital 3D prototype using Fusion 360 for an educational AR spectacle
- Designed spatial interface concept and visualization with Figma, Maya, and After Effects

Go Griffith   *Santa Monica College, Santa Monica, CA*   Fall 2020
- Collaborated to create a mobile crowd density concept for a post COVID LA
- Executed interactive prototype in Adobe XD, AR concept in Aero, and vision video in After Effects

AWARDS & CERTIFICATIONS

Design Challenge Winner | *Worldusabilityday.org* • TAB Teachers Assistant Bot Concept   Sept 2020 - Nov 2020

Interaction Design Foundation (IDF) Certifications   Nov 2019 - April 2020
- How to Design for Augmented and Virtual Reality
- Gamification – Creating Addictive User Experiences

SKILLS

Figma, Adobe Suite, AI Prompt Engineering, Interactive Prototyping, Wireframing, Design Research, Storyboarding, HTML, CSS