

# JEREMY D. MILLER

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## OBJECTIVE

I'm a multi-faceted UI/UX designer and front-end developer with experience in meeting business goals by designing and implementing well-crafted software experiences. I'm passionate about using Lean UX methods to better understand the end-user and build a product that they'll love.

As a self-starter that is eager to learn new technologies, coding techniques, and usability patterns, I am seeking a role that will challenge me to grow individually and professionally while building products that matter.

## SKILLS

|                 |  |
|-----------------|--|
| HTML            |  |
| CSS/SASS        |  |
| Javascript      |  |
| UI/UX Design    |  |
| Problem Solving |  |
| Communication   |  |
| Collaboration   |  |

## TECHNOLOGIES

### Design

Adobe Photoshop, Adobe Illustrator, Sketch, Balsamiq

### Analytics and Testing

Mixpanel, Optimizely, Google Analytics

### Prototyping Tools

InVision, Framer.js

### Languages

HTML, CSS, Javascript, PHP

### Frameworks and Libraries

WordPress, React, Angular, Node, jQuery, Bootstrap

## VOLUNTEER WORK

### Mission U-Too

September 2012 - Current

Volunteer consulting, web development and event coordination.

## WORK EXPERIENCE

### ForeFlight, *Product Designer*

June 2015 - Current

- Collaborate with a cross-functional team to design and develop web solutions for our award winning products.
- Turn product requirements into concept sketches, wireframes, and final UI designs using Photoshop, Illustrator and Sketch.
- Actively implement front-end features and interactions using Javascript and CSS in a ReactJS application.
- Lead the CSS development for the app using SASS and Styled Components to keep code maintainable and scaleable.
- Developed a standalone web app using JS, HTML, CSS, and the Java Velocity templating engine to generate a portable weather briefing for pilots.

### Topaz Labs, *Lead UI/UX Designer*

November 2013 - May 2015

- Researched, designed and tested solutions to user flow problems on their WordPress e-commerce website, directly contributing to 40% increase in revenue year-over-year.
- Wrote production JS, PHP, CSS, and HTML code to implement designs and features.
- Conducted A/B testing with Optimizely and tracked user flows with Mixpanel to measure the impact of changes to the website.
- Delivered high fidelity mockups, storyboards, wireframes, and polished design assets to build out our native OSX and Windows applications.
- Contributed to product development as the interface and user experience designer for their two most profitable and well received products.
- Performed customer development interviews and live user testing on a weekly basis.

### Bazaarvoice, *UI Designer*

May 2012 - August 2013

- Worked with a cross-functional team to design and implement SaaS products for clients.
- Envisioned and executed practical and aesthetically pleasing user experiences to boost conversion on Fortune 500 e-commerce websites.
- Wrote CSS using LESS as a pre-processor while ensuring our code worked seamlessly with the clients website and branding and matched responsive breakpoints.
- Interacted directly with clients through design calls and design presentations where I communicated design rationale to stake-holders across different functions of business.

### Tippr, *UI/UX Developer*

April 2011 - May 2012

- Designed and developed whitelabel SaaS implementations using JS, CSS, and HTML.
- Identified and determined solutions for desktop and mobile UX/UI design problems.
- Collaborated with designers, engineers, and product managers to improve our product.
- Worked with publishers to ensure designs conformed to their branding guidelines and met business goals and objectives.

### Run Riot Creative, *Freelance Web Designer and Developer*

June 2008 - August 2011

- Designed and developed unique, functional websites for small businesses and organizations using WordPress as a CMS.
- Planned and managed projects while gaining understanding of the client's goals by setting expectations and delivering on them.

### Falling Up, *Musician and Co-Owner*

January 2002 - October 2008

- Designed and developed websites, merchandise and other marketing materials.
- Performed nationally and internationally to contribute to over 400k total album sales.