JUSTIN DE LOS ANGELES
Motion Designer and Visual Designer

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ABOUT ME

Curiosity is the key that leads to all great things. I love creating, connecting ideas. Applying multiple techniques such as motion design, illustration, visual design, and user experience design, to create meaingful deliverables. But more importantly, I live for pushing the limits and exploring new possibilities. It's not just my duty as a designer to solve problems, but it's also important for me as a designer to constantly seek new ways of improvement within the world, and to continue to push the boundaries of what we perceive to be the most effective tools and best solutions to our daily lives.

EDUCATION

General Assembly, New York City   UX Design Certificate | Nov 2017- Feb 2018
Savannah College of Art and Design   BFA Graphic Design | 2010-2014

JOB EXPERIENCE

Fjord   Designer | October 2019 - October 2021
Responsible for designing websites, products, animations, and service roadmaps, related to healthcare and financial technologies.

Microsoft   Product Designer 2 (contract) | February 2019 - September 2019
Mainly responsible for doing all UX work related to Vowpal Wabbit, Microsoft New York's open source machine learning platform. I contributed throughout the holistic process, from initial stages such as stakeholder meetings, user research, user interviews, to middle stages, such as persona creation, site map architecture, to the final stages of designing lo-fi, mid-fi, hi-fi wire-frames, and creating the visual design and overall design system.

JPMorgan Chase & Co   UX Designer (contract) | October 2018 - January 2019
Responsible for designing websites and products related to JPMorgan Chase's commercial account creation system, for multi-million dollar entities who wish to create multiple accounts through the Chase Connect platform. Main responsibilities were delivering low-fidelity and hi-fidelity designs and solutions, based on existing research.

Hiker Company   UX Designer (contract) | April 2018 - August 2018
Mainly responsible for helping the design team develop UX strategy and design the UI for Under Armour's newsroom and corporate websites. The process included stakeholder interviews, affinity mapping to synthesize information, an in-depth competitor analysis, site map creation, low-fidelity wireframes, mid-fidelity wireframes, hi-fidelity wireframes, developer hand-offs through Zeplin, and quality assurance.

SwearBy/Orders2Me   UX Design Consultant | January 2018 - March 2018
Responsible for conducting extensive research and usability tests, along with designing lo-fidelity, mid-fidelity and hi-fidelity wireframes for SwearBy, a fashion product review app, and Orders2Me, a food delivery service app.

RFI Studios   Associate Designer | July 2016 - October 2017
Responsible for designing web and print-based products for Lebron James' Cleveland Hustles campaign, along with designing content for high level clients such as GE, Wipro, Subway, American Express, and Citibank.

FCB Global   Junior Designer | October 2015 - May 2016
Designed multiple anti-cigarette animations for the Food & Drug Administration, along with creating digital/print designs and commercial campaigns for Lincoln Financial, and Nestle.

PROGRAM SKILLS

- Abobe Photoshop
- Adobe Illustrator
- Abobe Indesign
- Adobe After Effects
- Zeplin
- Sketch
- InVision
- Axure
- Google+

DESIGN SKILLS

- Wireframing
- Web Design
- Mobile Design
- User Research
- Grid System Application
- Typography
- Illustration
- Motion Design
- Art Direction
- Usability Testing
- User Interviewing
- Interface Design
- Data Synthesis
- Low-Fidelity Sketching
- Mid-Fidelity Prototyping
- Hi-Fidelity Prototyping
- Paper Prototyping
- Branding Design

SOCIAL MEDIA

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