

Jasper Stephenson

Visual and Interaction Designer

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SUMMARY

Visually trained designer with strong skills in experience and interaction design as well as front-end development. Highly self-motivated and analytical. Excels at quickly delivering creative, high-quality design even in remote or distributed work environments.

SKILLS

Design

Detailed design, Typography, Visual storytelling, Prototyping, Motion graphics, Wireframing, Experience mapping, Design research, Grid systems, Information architecture, Image editing, Photography

Tech

PS, AI, AE, ID, Sketch, Keynote, Audio & video equipment

Code

JS, jQuery, AJAX, HTML5, SASS/SCSS/CSS3

ACADEMICS

N.C. State University

Bachelor of Graphic Design
Minor in Computer Science

Graduated Fall 2013

Dean's List 2010-2013

EXPERIENCE

Beyond UX

Visual Designer Sep 2015–Present

- Work tightly with a small team of UX designers to provide **high-quality visual design** on a **very fast turnaround schedule**
- Balance multiple levels of internal and client review/presentation **across countries and 14+ hour time differences**

Blue Rocket

UX / UI / Visual Designer Jan 2015–Oct 2015

- Designed apps **from base concept to full dev-ready redlines and assets**, often working upwards of three projects at once across all spectrums of app categories
- Helped clients and developers **understand and feel engaged in choices** throughout the design process

Phunware

UX / UI / Visual Designer June 2014–Nov 2014

- Created detailed **system logic & flow maps**, wireframes, and full visual designs for **major brands** such as AMC, Kohls, and more
- Consistent evangelist for **iterative research** throughout projects

Adaptive Path

Interaction Design Intern Mar 2014–May 2014

- Created desktop and mobile screens as part of a **service storyboard** for a major US bank
- Aided in bringing two new mobile games for a major toy manufacturer **from concept to high-fi prototypes in four days**
- Created **screen and form mockups** for future versions of a popular camera. A version of the team's work is already on sale

Walk [Your City]

Interaction Design Lead Jan 2014–Mar 2014

- Fully designed and aided in **agile development** of our core sign management web app as part of a **multi-national** team
- Spearheaded **system and interaction design** of a unique mobile app engaging cities and citizens in walkability