

Jess Von Brandt

UX + Product Designer
BFA Graphic Design SCAD

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this is
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Experience

IBM iX
Oct 2021–Present

Senior Designer

Working in cross disciplinary teams to translate requirements into hypothesis, then explore that with users through research methods and facilitation, to uncover emotional connections with products and services and understand unmet needs. Pitch Decks, Storytelling, Journey Mapping, Rapid Prototyping, User Experience Design

ADP
Dec 2018–Oct 2021

Senior UX Designer

Designing desktop and mobile experiences across multiple ADP products. Creating features in collaboration with scrum teams to work from research to concept, wireframes, flows, and prototypes.

Cox Automotive
Jun 2018–Dec 2018

Senior UX Designer

Assist in crafting a new mobile strategy and guiding principles with leadership. To inform the native app experience and bring instant decision support to Manheim buyers and sellers. Compiling interviews, qualitative and quantitative data to understand behaviors and a user-centered design process.

Quasar blu
Nov 2016–May 2018

Senior UX + Product Designer

Responsible for driving user experience and new product development for iOS, Messenger, and alternate platforms. Managing the end to end product lifecycle from idea inception through development and launch, leveraging internal and external teams.

Mastermind
May 2016–Nov 2016

Creative Technologist + Senior Designer

Principal responsibility is to creatively apply development to digital experiences. I play a key role in the design, development, and deployment of initiatives. I am tasked with learning new technologies and bringing those new ideas to brands and agencies.

Newell Rubbermaid
Jan 2014–Feb 2016

Senior Visual Designer

Being a part of Newell's new Design Center I have assisted in bringing design thinking to brands like Sharpie, Graco, Dymo, Parker, Goody, Rubbermaid and Levolor. I have been project lead on conceptual products and packaging, in aisle experience, apps, and digital user experience.

Newell Rubbermaid
July 2013–Jan 2014

Senior Designer

Working in the Communications Dept. I worked with internal clients, managing prints work, designing the look/feel of the intranet, internal monitors, and signage throughout their headquarters. As well as social media and publication work for the brand Internationally.

Skills

Design Thinking. Diagramming. Wireframing. Prototyping. Storytelling. HTML.CSS.

Preferred Tools

Figma. Sketch. Invision Studio. Miro. POP. Lucidchart. Github. Evernote.

Extra Credit

When I was 14 I built an Asteroids game using Flash ActionScript 1