Jenna Slater

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BIO

UX Product Designer with experience in **research, art and design**. Former art educator, local artist and entrepreneur. Studied UX and product design with industry experts, developing strong research skills, and using design strategies to communicate ideas with prototyping software. Pursuing a **UX & product design role** to use this range of experience to create **human centered designs** with a strong **team**.

- 6+ years practicing research and gathering data
- 6+ years of team collaboration and public speaking
- 6+ years of organizing and presenting data
- 8+ years of tailored product design 1:1 customer interaction

EXPERIENCE

Orlando Museum of Art
Fine Art Instructor | *Orange County, FL*   2018 – present

- Collaborate with lead educational curators to align goals & lessons.
- Facilitate beginner to advanced students while managing the studio.
- 800+ students taught, each producing a unique series of work.
- Responsible for curriculum development, materials, demonstration.

Olympia High School
3D & A.P. Art Instructor, Program Lead | *Orange County, FL*   2018-2022

- Responsible for financial transactions and data for the program.
- Designed 5+ unique curriculums to meet needs of different learners.
- Curated AP portfolios with <80% passing College Board scores.
- Organized schools first art show with over 150 student works.
- Taught 2 yrs virtually to reach at home and quarantined learners.

PROJECTS

WHOLE HOUSE HEALTH / Career Foundry   2023

A **high fidelity prototype** designed for users that need a single app that provides a **holistic design for health and wellness**.

- Users can perform the important tasks such as **finding a doctor** & organizing information in a **user-friendly drive**
- V2 created after 30+ data points from testing & expert feedback.
- Complex **component** and **design system library**
- Usability, A/B Tested, mentor and peer reviewed

LINGO-LYMPICS / Career Foundry   2023

This high fidelity prototype is designed for **users that are competitive but busy** and desire or need to **learn a new language**. The app strategically encourages users to keep playing and serves as a platform to connect with friends.

- Comparable to **competitive top brands**
- Users experience a social network atmosphere and a gamified approach to motivate them to **learn** and **use the app increasingly**
- Self made **component library**

SKILLS

Project Management:
6 yrs experience

Public Speaking:
6 years experience, Group size 5-55, Ages 5-70

Team Collaboration:
6 years experience, Team size 1-20

Facilitation:
Small and large group, Workshops, 1:1 Instruction

User Research:
Interviews, Usability & A/B Testing

UX Design:
Wire-framing, Prototyping, Information Architecture, Interaction Design

UI Design:
Design Systems, Style & Component Libraries

Web Design: Wordpress, Elementor, Square Space

TOOLS

Virtual Education:
Canvas, MS Teams, Career Foundry

Survey Design:
Survey Monkey, Usability Hub, Google Forms

Visual & UX Design:
Figma, Axure, Marvel, Adobe Xd, Photoshop, Powerpoint, Keynote

Product Design:
Photoshop, Adobe Express, 2D & 3D Materials

EDUCATION

UX & UI Design
Career Foundry   2023

Education Certificate
Seminole State College   2017

B.S. Psychology
University of Central FL   2015