

# Jordan Cox UX Designer

## EXPERIENCE

### Powertrain, Inc.

UX Designer, 2020-2022

- Designed wireframes, mockups, and prototypes for both mobile and web using Figma and other design tools to meet user needs.
- Developed and recommended comprehensive UX strategies based on modern design practices.
- Created storyboards, journey maps, use case scenarios, and personas based on research.
- Communicated with clients, developers, graphic artists, and subject matter experts to create products.
- Analyzed applications, then improved the experiences based on insights.
- Prepared research materials, then conducted interviews and card sorting.
- Reviewed final products for quality and ability to meet user needs.

### Instructional Designer, 2018-2022

- Designed eLearning courses so that they were easy to understand and navigate, as well as 508 compliant with descriptive audio, captions, and flexible navigation.
- Created prototypes which visualized course content and interactions.
- Developed interactions to captivate the learner's attention in order to facilitate the learning process and interfaces to match learner needs.
- Synthesized and wrote course content based on input from subject matter experts and technical written material.
- Determined a course evaluation strategy, then actualized the material for that evaluation.

## PROJECTS

### Insights: A Productivity Evaluation Tool

2020-2021

- Inspired by remote work, I worked with a team to create an app that tracks your tasks and informs you about how productive you were in a day.
- Conducted contextual inquiries, interviews, and a literature review.
- Created affinity model, task analysis, and scenarios.
- Created comprehensive design alternative with wireframes.
- Created information visualization and design guide alternatives.
- Designed mid and high fidelity prototypes using Figma.
- Conducted A/B testing, usability testing, and expert evaluations.

### GT College of Computing Website

Fall 2019

- My team and I worked with the college's communications team to redesign their website for faculty user groups for both mobile and desktop.
- Conducted interviews, surveys, and card sorting with users.
- Created user personas and use cases; conducted affinity modeling.
- Designed wireframes, mid fidelity, and high fidelity prototypes for mobile and desktop.
- Conducted usability testing and a heuristic evaluation with users.

## CONTACT

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## EDUCATION

### Georgia Institute of Technology

MS, 2019-2021

Human Computer Interaction

### Carnegie Mellon University

BA, 2013-2017

Professional Writing

## SKILLS

### Design

Storyboarding  
Wireframing  
Low to High Fidelity Mockups  
Adobe Creative Suite  
Figma  
Copywriting  
Section 508 Accessibility  
Solidworks  
3D Prototyping

### Research

User Interview  
Survey  
Card Sorting  
Contextual Inquiry  
Affinity Mapping  
User Persona  
Journey Map  
Task Analysis  
Usability Testing  
Heuristic Evaluation