

# JESSE JAREN

## User Experience Designer

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### SKILLS

UX/UI Design  
Product Design  
Interaction Design  
User Research  
Usability Testing  
Flow Charts  
Wireframes  
Prototyping  
Site Maps  
Mind Maps  
Illustration  
Branding

### TOOLS

Adobe CC  
Illustrator  
Photoshop  
OmniGraffle  
InVision  
Sketch  
Figma  
InDesign  
Microsoft Office  
Agile  
Scrum  
Lean UX

### EXPERIENCE

#### Cat Daddy/2K Games | UX Designer

*Kirkland, WA / 2016-2020*

Created detailed UX and design specs, concepts, mind maps, user flows, wireframes, InVision prototypes, and conducted user research and usability testing for WWE SuperCard, a collectible card battling game, on iOS, Android, and Amazon.

#### Z2/King Games | UX Designer

*Seattle, WA / 2014-2016*

Created detailed design documents, concepts, flow charts, wireframes, and InVision prototypes for Paradise Bay, a resource management game on iOS, Android, and Windows 10.

#### Zynga Games | UX/UI Designer

*Seattle, WA / 2012-2014*

Created UX and design specs, competitive analysis, concepts, user flows, wireframes, prototypes, optimized assets, and final visual designs for mobile and web social games including Puzzle Charms and Zynga Slingo.

#### PopCap/EA Games | UX/UI Designer

*Seattle, WA / 2010-2012*

Created UX specs, concepts, wireframes, prototypes, and final visual designs for mobile and web social games including Bejeweled Blitz, Plants Vs. Zombies, Zuma Blitz, Plants Vs. Zombies 2, Pig Up, and Lucky Gem Casino.

#### Freelance Designer

*Seattle, WA / 2008-Present*

Create designs and illustrations for companies and clients. This includes User Experience Design, User-Interface Design, Product Design, Mobile Design, Web Design, Print, Brand Identity, and Illustration.

### EDUCATION

#### Seattle Central Creative Academy

*Seattle, WA / 2010*

Associates of Applied Science in Graphic Design and Illustration  
*President's List & Dean's List*