JONATHAN TANNER

UI/UX | Visual Designer
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Summary

I have spent the last 7 years as a UI/UX designer and developer. I develop clean and intuitive web-based, responsive mobile applications by writing efficient, reusable code and designing friendly user experiences.

Visual skills

Expert: Sketch, FramerJS, Adobe Photoshop, Adobe Illustrator

Technical skills

Proficient: HTML5, CSS3, Git
Familiar: JavaScript, jQuery, CoffeeScript

Experience

CrowdCompass by Cvent (January 2016 - Present)
Visual/UI/UX designer
- Providing UI support to UX designers
- Creating icons and illustrations for our mobile native and web applications
- Working with product owners and developers to create new and improve existing features
- Rapid prototyping for interaction design and usability testing
- Conducting usability tests to improve and iterate on designs

Analog Analytics / Barclaycard US (May 2011 - November 2015)
Front-end web developer | UI/UX designer
- Designed, developed, and maintained consumer, business, and administrative web applications using HTML5, CSS3(Sass), jQuery, and CoffeeScript
- Designed and implemented web-based, responsive mobile applications
- Designed UI/UX for mobile native applications on iOS and Android
- Worked with an international team of UI/UX designers, front-end developers, engineers, and product owners to deliver sprint features using agile methodologies as well as best web practices and standards
- Ensured products were delivered in strict timeframes by working closely with product owners and scrum masters
- Integrated consumer-facing technology into a Ruby on Rails stack

Notable accomplishments
- Lead designer for a significant new consumer-facing project
- Spearheaded the responsive mobile implementation for our main application

Education

Washington State University Vancouver (January 2008 - January 2012)
Bachelor of Arts, Digital Technology and Culture