

# Jean M. Himebaugh



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## Certified Sr. UX/UI Designer

**Certified Senior UX/UI Designer** with over 15 years of experience in User Experience, User Interface, Web Design, and Front-End Web Development.

**Seeking a challenging role** in the creative or entertainment industry where I can leverage my skills and experience to drive user-centered design.

Unique experience includes working with industry leaders such as **Walt Disney Animation Studios, Jet Propulsion Laboratory, Cedars-Sinai Medical and City National Bank.**

## Principal UX/UI Competencies

### Fundamental Strengths

Designs and implements UX/UI flows and assets, including user metrics, wireframes, journey maps, and interaction models.

Translates user problems into visual designs that meet customer needs and executes responsive designs for various devices.

Conducts research and competitive analysis to create high-fidelity design assets for development.

### Essential Team Collaboration

Leads UX/UI design efforts, advocating high-quality work and collaborating with product, business, and development teams.

Meets with senior stakeholders, explaining projects plainly without confusing jargon.

Manages and contributes to multiple projects, working both independently and team collaborator, seeking clarity and assistance when needed.

### Key UX/UI Expertise

Analyzes customer needs to design impactful solutions while balancing user, business, and technical needs, while taking calculated risks.

Shapes internal design systems and processes, with attention to detail and solving design challenges.

Extensive experience in designing responsive web applications, consumer experiences, and mobile devices, staying current with trends and mentoring teams.

### Independent Traits

Manages multiple projects while prioritizing deliverables. Demonstrates ownership, urgency, independence, and flexibility.

Deep empathy for identifying and understanding the problems that need to be addressed to create effective designs for customers.

Conducts customer research and usability tests, turning insights into beautifully designed products.

## Core Skills, Tools & UX/UI Process

### UI Design & Prototyping

- Figma
- Sketch
- Adobe XD
- InVision, Miro
- Marvel
- Axure RP

### UX Services

- User Research & Metrics
- Usability Testing
- Interaction Design
- Wireframing & Prototyping
- Information Architecture
- Visual & UI Design
- Accessibility Audits
- UX Strategy and Consultation

### UX Research & Testing

- UserTesting
- Hotjar
- Optimal Workshop

### UX/UI Deliverables

- User Personas
- Journey Mapping
- Sitemaps
- Wireframes & Prototypes
- Usability Test Reports
- Design Systems & Style Guides
- Flowcharts & Diagrams
- Heuristic Evaluation Reports

### UI Version Control & Handoff

- Zeplin
- Abstract
- Figma's Branching
- Figma's Dev Mode

### Office Apps

- Microsoft Word, Excel, Powerpoint
- Adobe Illustrator, InDesign, Photoshop
- Google Email, Sheets, Slides, Drive
- Apple Keynote, Numbers

### Project Management

- JIRA
- Confluence
- Trello
- Asana
- Smart Sheets

### Team Collaboration Apps

- Slack
- Zoom
- Microsoft Teams

## Professional Experience

### Rocket Communications

Principal UX/UI Designer

July 2021 – Present

- Led the enhancement of a UI error handling process for a critical operator function, improving usability and efficiency. Conducted extensive research and multiple user sessions to validate UI concepts, ensuring the proposed improvements met operator needs.
- Introduced a comprehensive documentation strategy that effectively captured research findings and design history. This approach streamlined the design process and facilitated better understanding and collaboration within the team and with clients.
- Served as a mentor for new UX/UI designers as part of Rocket Communications' onboarding program. Provided guidance on project adoption, answered job-related queries, and assisted with any concerns, thereby facilitating a smooth transition for new team members.
- Played a key role in one of Rocket Communications' longest-running contract jobs. Adapted quickly to the team dynamics, established processes, and made significant strides in tasks, contributing to the ongoing success of the project.

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## Professional Experience (continued)

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### City National Bank (Rochdale)

Senior Lead UX/UI Designer and Manager

Sept. 2017 – July 2021

- Led the UX design team for the CNR Galaxy project (Desktop and Tablet), a wealth management app aimed at enhancing client onboarding and streamlining personalized proposal generation. Prioritized user needs and employed robust UX methodologies to create an intuitive interface, personalized proposal generation, and scenario analysis capabilities.
- Developed user-centered design plans and features based on extensive research inputs, stakeholder interviews, and user testing sessions. Translated business requirements, user goals, and creative strategy into engaging experiences.
- Conducted multiple rounds of usability testing and real-world user sessions to validate app usability and effectiveness. Incorporated feedback into design iterations, refining functionality and collaboration features.
- Utilized industry-standard tools such as Axure RP, InVision, and Sketch to create interactive prototypes, share design iterations, and gather stakeholder feedback.
- Fostered collaboration and communication across geographically diverse UX Design teams. (New York, California and India)
- Facilitated daily-group sessions for designers and developers, addressing concerns, aligning specifications, providing documentation specifications.
- Successfully implemented the CNR Galaxy redesign, resulting in an 80% reduction in the time needed to create proposals.

### Walt Disney Animation Studios

User Experience / Interaction Designer and Sr. Software Engineer Web Technologies

Aug. 2013 – Sept. 2017

- Led UX/UI design teams for developing Storypad (Desktop and Tablet), across Disney Animation and PIXAR.
- Translated user needs into intuitive software experiences, working closely with product owners, stakeholders, and engineering teams.
- Designed complete user experiences for mobile apps and web, including responsive design.
- Created wireframes, storyboards, sitemaps, and screen flows to guide the development of intuitive user interfaces.
- Conducted usability testing and analyzed user feedback to iterate and enhance the user experience.
- Collaborated with cross-functional teams, including developers, designers, and executive producers, to ensure successful project execution.

## Additional Career Experience

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| Marketing Web Designer, Near U Search                | 2008 – 2009 |
| Web & CSS Developer, MTV (Social Projects)           | 2007 – 2008 |
| Web Producer & Design, LoanToolbox.com               | 2002 – 2007 |
| Web Graphic Design, Jet Propulsion Laboratory (NASA) | 2000 – 2002 |

## Education

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Nielson Norman Group, UX Training, Consulting, & Research  
Certification in UX

California State University, Northridge  
Bachelor of Science, Computer Science