

Jason Nishime

SENIOR UX/UI DESIGNER

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Summary

I am a Senior UX/UI Designer with over 5 years of experience designing immersive and accessible mobile and web experiences. My strengths are design thinking, agile workflow, and advocating for the end users needs.

Experience

DESIGNLAB — UX Design Mentor

Apr 2023 - Present

Remote

- Succeeded in mentoring students by informing expert design knowledge and critiqued curriculum assignments, earning a passing rate of 100%
- Provided strategic plans to optimize students' resumes and portfolios and guided students to achieve a career in design, with one student acquiring a job after 6 weeks of mentorship

DOGTOWN MEDIA — Senior UX/UI Designer

Jan 2020 - Present

Venice, CA

- Spearheaded presentations and successfully encouraged optimal design recommendations to clients by 75%
- Produced and led digital experiences from inception to completion and delivered on-scheduled designs that were detailed and polished
- Created a design system and style guides to reduce time spent designing components and helped streamline design processes by 40%
- Redesigned a financial solutions application by restructuring content to be easier to understand, and introduced compelling stats and animations, which brought user engagement by 45%

DOGTOWN MEDIA — UX/UI Designer

Nov 2018 - Jan 2020

Venice, CA

- Designed personas, user journeys, and app diagrams of patients and clinicians of a clinical trial and attained data of their roles, responsibilities and issues they're facing
- Conducted and analyzed clinical research studies, including quantitative surveys with several cohorts, and implemented design updates based on insights and helped improve patient outcomes by 40%
- Established user flows, sitemaps, and wireframes to successfully design a mobile app from an existing website with results that outperformed the website

ICHI WORLDWIDE — UX Designer/Strategist

Sep 2018 - Oct 2018

Los Angeles, CA

- Mapped out user flows for new third-party features to demonstrate how users can maintain their content within both sites.
- Researched step-by-step processes and error correction to see how the uploading process can be the most intuitive and discover best practices of accessibility.
- Provided strategy and presented to stakeholders to demonstrate how we can improve the uploading process

MONEY SPACE — UX/UI Designer

July 2018 - Aug 2018

Remote

- Conducted research methodologies, including C&C Analysis of cashless apps, and discovered there was a large thriving market in Asia
- Facilitated information architecture, including user flows and site maps, to understand navigation and simplify payment processes
- Designed wireframes, the final UI, and a prototype to inform the clients and developers of the functionality of the proposed app.

Skills

Usability Testing User Research Prototyping User Testing Wireframing Sketching
Competitive Analysis UI Design UX Strategy Interaction Design A/B Testing
User Stories User Journeys Design System User Flows Process Flows User Interviews
Surveys

Tools

Figma InVision Photoshop Illustrator Adobe XD Indesign Lucidchart Sketch
Confluence After Effects Miro Jira Zeplin

Education

General Assembly — UX Design Immersive

May 2018

The Los Angeles Recording School — Audio Engineering

Jan 2008