

JAY KAMINS

USER EXPERIENCE DESIGN / RESEARCH / STRATEGY / LEADERSHIP

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PROFILE

I'm a designer, researcher and creative strategist, building intuitive products that delight users.

I design enterprise software, apps and websites for Fortune 500 corporations, start-ups and non-profits.

Collaborating with project owners, architects, analysts and developers, I strive for clean, engaging user experiences. Team building and creative problem solving are my specialties.

Let's create something amazing, together.

EXPERIENCE HIGHLIGHTS

Principal Experience/Product Designer

Enterprise DB — Oct 2021-Present

Leading member of experience design and research team building next-generation enterprise software (SaaS).

- Contributed to building and maturing new UX capabilities in a fast-paced company.
- Created wireframes, prototypes and high-fidelity designs for desktop and mobile.
- Leveraged analytics and research to assess user behavior and validate solutions.
- Developed with HTML, CSS, React and Tailwind-CSS pages for prototypes and corporate website.
- Contributed to in-house design system.
- Advocated for greater accessibility practices across products, including WCAG/ADA standards.
- Prioritized features to produce MVPs (minimally viable products) while building feature roadmaps.
- Balanced designs and technical considerations with front-end developers.
- Practiced servant leadership through uplifting team members and mentoring.

Principal Experience/Product Designer

FM Global — Apr 2019-Oct 2021

Lead experience designer and research projects, including the Fortune 500 company's flagship enterprise software.

- Led and mentored multiple teams of designers.
- Designed complex, high-traffic enterprise software products.
- Developed HTML & CSS prototypes for user testing and hand-off to devs for integration.
- Partnered with PM's, Analysts and Architects to balance business, technical and user needs.
- Executed user research initiatives including surveys, workshops, and interviews.
- Created journey maps, business blueprints, wireframes, prototypes and high-fidelity designs.
- Contributed to in-house design system.
- Prioritized features to produce MVPs (minimally viable products) while building feature roadmaps.
- Thrived in Agile, including writing acceptance criteria, creating user stories and refining backlogs.
- Built relationships across the organization to break down silos and encourage collaboration.

Lead Experience Design / Owner

Pixel & Light — Nov 1999-Apr 2019

Consultant designing user experiences, animations, illustrations and print. Clients ranged from international corporations to non-profits

Clients included: Google, Fidelity, Pixar, PBS, The Smithsonian, Viacom, Volkswagen, Warner Brothers, Boston University, Harvard, MIT, Unilever

- Built, led and mentored multiple teams of designers and developers
- Designed user experiences for 120+ web sites, eCommerce sites, and native mobile apps.
- Created 200+ technical/editorial illustrations and animations.
- Developed corporate brands and identity across all media.
- Consistently completed projects on-time and on-budget.

Senior Visual Designer

Event Zero — Apr 1999-Nov 1999

Created XD/Visual for clients ranging from large companies to start-ups.

- Led UX/UI/Visual projects for a range of companies.
- Built information architecture (IA) documents.
- Worked directly with clients to develop their digital presence.

Creative Director

SilverPlatter Education — Jan 1993-Apr 1999

Created UX/UI/Visual designs, motion graphics, medical illustration and interfaces for medical education products.

- Led UX/UI/Visual/Motion design for over 40 educational, interactive educational products.
- Blended video, audio, illustration and animation content into educational experiences.
- Partnered with authors and specialists to develop content.

EDUCATION

University of Massachusetts

Bachelor's of Fine Art, Design focus, *Cum laude*, 1992

Minor, Art History

CERTIFICATIONS

Certified Professional for Usability and User Experience

International Usability and User Experience Qualification Board

Certification in User Experience Research

Nielsen Norman Group

PRIMARY TOOLS

Design

Figma, Adobe XD, Sketch, Invision, Adobe Photoshop, Adobe Illustrator

Research

Qualtrics, User Zoom, Google Analytics

Collaboration

Teams, Zoom, Google, Mural, Figjam

Project Management

Azure DevOps, Trello, Asana, Slack

Development

Visual Studio Code, GitHub, Fork, Terminal

SOFT SKILLS

Strategic thinking, Servant leadership, Collaboration, Presentation, Team building, Facilitate consensus, Teaching & mentoring, Big-picture thinking, Empathy

Productive and highly focused – remote or on-site. **No big ego, no drama, just teamwork.**