

Jonathan Pearce

A Los Angeles based UX/UI Designer with a love for product design and branding

PORTFOLIO & CONTACT

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EDUCATION

BFA Industrial Design 2014
University of Illinois at Urbana–
Champaign

BA Advertising 2006
Michigan State University

SKILLS & SOFTWARE

Visual Design: Sketch App, Adobe
Creative Suite, pen and paper

Wireframing & Prototyping: InVision,
Keynote, Axure RP, Principle, Origami
Studio

Iteration & Confirmation: user
research methods, usability testing

Design Handoff to Development:
Zeplin.io

Organization: Scrum, JIRA,
OmniGraffle, Trello

Physical Product Design: SolidWorks,
KeyShot, Sketchbook Pro, Analog and
Digital Sketching

SPEAKING ENGAGEMENTS

Workshop Leader - "Design
Prototyping: Make. Learn. Share.
Repeat." - 2016

Produced and led a sketching and
prototyping workshop. Taught
communication through analog
sketching and rapid prototyping using
the Sketch and InVision Apps.

Speaker - "Trends and Issues in UX/UI
for Mobile" - 2015

Panelist for Mobile Development
Day 2015 conference presented by
Research Park at the University of
Illinois at Urbana-Champaign.

EXPERIENCE

UX/UI Designer

Pixo
Oct 2014 – Nov 2016 | Urbana, IL

UX / UI Designer at a software development consultancy working on mobile apps,
hardware-software integrations, and responsive web app projects in Scrum product
development teams.

Responsible for defining and creating all visual and functional elements on multiple
concurrent projects. Responsibilities included: user research and discovery,
sketching, wireframing, prototyping, usability testing, user interface design and
development support throughout implementation.

UX/UI Designer

Brand Design, LLC.
May 2013 – Oct 2014 | Chicago, IL

Designed the user interface for a global fast food chain's touch screen kitchen
equipment required for the transition from analog to digital machine controls.
Focused on human factors and user workflow consistency across equipment screen
architecture, created graphic style and iconography, defined scalable layouts to
fulfill various screen sizes, and produced final interface guidelines for equipment
suppliers.

Product Design Consultant

Sonistic, LLC
Feb – May 2013 | Champaign, IL

Member of product team that designed and prototyped housing unit for noise-
suppressing microphone array technology. Process included creating mood boards,
paper prototyping, analog and digital sketching of product directions and user
scenarios, creating 3D CAD renderings of hardware in SolidWorks and 3D printed
prototypes for testing and feedback.

Product Design Consultant

Design Lab Home (DLH)
2011 – 2012 | Northbrook, IL

Collaborated with DLH's Walter Herbst and Scott Herbst, and developed and
presented home/ housewares product concepts for Crate+Barrel, CB2, and Bed
Bath and Beyond.

Graphic Design Intern

UIUC Office of Technology Management
2010 – 2011 | Champaign, IL

Created marketing and branding materials to promote patent development at the
University of Illinois at Urbana–Champaign.

Media Associate

Starcom Worldwide
2008 – 2009 | Chicago, IL

Media Buyer for US Cellular Account. Assisted with campaign strategy and
planning, responsible for purchasing several million dollars of radio & television
advertising in the Midwest market.