



WORK EXPERIENCE

Visual Designer – 206-518-0977

naomi.jumpingeagle@gmail.com

[portfolio: naomijumpingeagle.com](http://portfolio.naomijumpingeagle.com)

SUMMARY

Experienced Graphic Designer with 12 years of expertise in Iconography, Visual Design and vector art. Skilled in conceptualizing and delivering high-quality design solutions from initial concept to final files. Strong collaborator with excellent communication skills.

My hobbies include creating digital art and creating Indigenous beadwork.

KEY STRENGTHS

Vector Art

Icon Design

Illustration

Figma

Branding

Cohesion

Adobe Creative Suite (Photoshop, Illustrator and Indesign focused)

Project Management

EDUCATION

Associates Degree in Applied Science – 2011–2013
Seattle Central Community College

ICON ARTIST • ROBLOX, CONTRACT • 08/23 – CURRENT

- Created system icons as part of the Roblox Studio application redesign, working closely with Design Director and Product Designers to create icons for complex concepts within the realms of 3D, gaming and game development.
- Worked on the larger Roblox Foundation design iconography library, supporting the needs of Designers and Engineers across the company, using JIRA as a tracking and delivering system.
- Refined and expanded an existing set of emojis used in the Moments application launched September 2025, and created new expressions for the set.
- Developed a branded icon for the short form video application, Roblox Moments.

VISUAL DESIGNER • MICROSOFT, CONTRACT • 05/23 – 06/23

- Collaborated with Microsoft Security team to create and produce illustrations for the Intune homepage redesign.
- Followed the latest visual guidelines from Microsoft marketing (2023) to ensure a seamless alignment between the illustrations and the company's ever changing brand story.

SENIOR VISUAL DESIGNER • MICROSOFT, CONTRACT • 03/21 – 06/22

- Developed informational graphics for Microsoft Tips, aligning them with established guidelines and the Microsoft brand. Produced a wide range of assets, including enhanced product screenshots, illustrations, icons, hero banners, and more.
- Managed requests for assets, coordinating with partner teams to meet deadlines, address product requirements, and maintain a high-quality standard. This approach not only established trust and exceeded expectations with partner teams but also ensured a continuous workflow of incoming requests.
- Partnered with the Windows Cohesion team on the development of the Get Started application for Windows 11 and Windows 11 SE, showcasing the unique features of Windows 11 to new users through visually captivating graphics. Worked with stakeholders across the company, managing their feedback and requirements, and delivered design solutions that seamlessly integrated into the user experience.

VISUAL DESIGNER + ICON ARTIST • MICROSOFT, CONTRACT • 09/13 – 07/20

- Played a key role in the design and production of the Office Core 10 brand app icon refresh.
- Collaborated with fellow designers at Microsoft to establish a cohesive brand design language for the Office Core 10 brand app icons, extending its application to other Microsoft teams, which continues to be utilized today.
- Fostered partnerships with stakeholders across Microsoft to conceptualize and create brand app icons for over 30+ Office and Microsoft applications. Actively sought feedback from partners, iteratively refining materials to align with design guidelines and stakeholder needs while maintaining design integrity.
- Served as the primary designer for the Office file type icon refresh across Desktop applications, subsequently expanding the update to web and mobile devices.
- Maintained and distributed an extensive library of Office brand assets and icons to teams throughout Microsoft and external third-party entities.
- Designed and produced thousands of pixel-perfect icons for Office products, utilizing rasterized and vector formats. Contributed to the development of the Office in app icon design style.