

**JAMES DAVIDSON** jamesjado07@gmail.com 253.278.0717 jamesjad.com

Designer with 10+ years of experience helping educational, scientific, and cultural organizations communicate complex ideas through storytelling, visual systems, and audience-centered design. Skilled at translating information into clear, engaging experiences across digital and physical environments.

**DESIGNER | VISUAL SYSTEMS & UX STRATEGY**  
**STANFORD GRADUATE SCHOOL OF BUSINESS** 12.2021 – present

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- Led the design strategy for migrating 50+ faculty websites and developed a scalable framework accessible to all Stanford faculty, improving consistency and the communication of academic research across Stanford's digital ecosystem.
- Established a shared design system adopted across multiple teams, improving efficiency, consistency, and collaboration.
- Partnered with faculty, leadership, and program stakeholders to translate complex academic content and research initiatives into clear, accessible digital experiences.
- Led accessibility improvements for content viewed by 20,000+ users annually, ensuring WCAG compliance and improved usability.

**LEAD EXHIBIT DESIGNER (FREELANCE)**  
**PALO ALTO JUNIOR MUSEUM AND ZOO** 08.2022 - 09.2023

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- Designed interactive exhibit experiences that translated scientific concepts into engaging and accessible visitor interactions.
- Developed exhibit branding and visual guidelines that strengthened consistency across physical and digital experiences.
- Partnered with educators, stakeholders, and content experts to align storytelling, exhibit content, and visitor experience goals.

**VISUAL DESIGNER**  
**CALIFORNIA ACADEMY OF SCIENCES** 09.2015 – 12.2021

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- Led visual communication and information architecture for an online publication platform serving 1M+ annual visitors, translating scientific research into accessible public narratives.
- Collaborated with researchers, engineers, and strategists to develop digital learning experiences and communication initiatives.
- Developed visual systems adopted across multiple teams, improving consistency and reducing production effort.
- Designed exhibit and communication assets, applying insights from 50+ user sessions to improve clarity, engagement, and accessibility.

**SKILLS**

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Visual Communication  
Information Design  
Communication Strategy  
Presentation Design  
Editorial Design  
Design Systems Stakeholder  
Engagement Accessibility  
Creative Direction  
Cross-Functional Collaboration  
Adobe Creative Suite  
HTML/CSS  
GenAI & Emerging Technology

**EDUCATION**

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University of Washington  
BFA, Visual Communication Design  
Rome Design Program

**SELECTED PROJECTS**

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bioGraphic  
Science publication platform for public audiences..

California Dinosaur Garden  
Interactive exhibit focused on accessibility and engagement.

Stanford GSB Templates & Systems  
Design systems for faculty communications and publishing.