

James Davidson

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jamesjad.com

I've spent more than 10 years designing digital experiences and systems that turn complex information into clear, intuitive experiences. My work brings together UX, information architecture, accessibility, and visual design to create solutions that work better for users and are easier for teams to manage and scale.

Experience

UX Designer | Design Systems & Strategy

Stanford Graduate School of Business

12.2021 – Present

- Led UX and systems strategy for migrating 50+ faculty websites, creating a reusable framework that improved consistency while enabling faculty and staff to maintain content independently.
- Designed reusable templates, workflows, and project-management systems that standardized site creation, QA, stakeholder communication, and ongoing maintenance.
- 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.

Design Lead (Contract)

Palo Alto Junior Museum & Zoo

08.2022 – 09.2023

- 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.

UX Designer

California Academy of Sciences

09.2015 – 12.2021

- Led information architecture and visual design for *bioGraphic*, creating a flexible publishing system that has since scaled to support 600+ multimedia stories and 1M+ annual visitors.
- 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

UX & Product Design
Design Systems
Information Architecture
Accessibility / WCAG
Interaction Design
User Research & Usability Testing
Visual Communication
Information Design
Stakeholder Strategy
Cross-Functional Collaboration
Adobe Creative Suite
GenAI & Emerging Technology

Education

University of Washington

BFA, Visual Communication Design

Rome Design Program

Selected Projects

- **bioGraphic**
Digital publishing platform
with 1M+ annual visitors
- **California Dinosaur Garden**
Accessible interactive exhibit
with user-informed design
- **Stanford GSB Templates & Systems**
Scalable web system for 50+ faculty sites