



Jessica Young

UIUX Designer

CONTACT INFORMATION

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EXPERIENCE

UIUX Designer, Freelance – Various Companies

- **First American | Spring 2025 – CURRENT**
 - Implementing a new feature by applying a Jobs-To-Be-Done framework to identify user needs, translating successful research insights into high-fidelity designs ready for seamless developer handoff.
 - Monitoring upcoming and existing feature KPIs to validate business impact and user efficiency.
 - Modernizing legacy UIUX by redesigning screens, improving overall platform usability and visual consistency.
- **Black Math | Spring 2024 | Spring 2025 – CURRENT**
 - **Acentech Lab (2024):** Designed UI and animation interactions for their website, creating multiple iterations of page layouts and interactive animations to enhance visual engagement and user experience.
 - **Meta (2025 – CURRENT):** Executing detailed UI refinement for a new Meta product. Utilizing Meta's component library to create screens and prepare design specs ready for developer handoff.
- **Lyssin | B2B AI Workforce Intelligence | Spring 2024 – CURRENT**
 - Lead end-to-end UX design, from pre-launch concept testing to high-fidelity Figma prototypes, ensuring the platform solved critical user pain points before market entry.
 - Architecting and maintaining a scalable design system, ensuring UI consistency.
 - Directed design operations by maintaining a subcontractor and collaborating with developers to ensure technical feasibility and timely milestone delivery.
 - Designed features that help customers achieve an **18% increase in productivity, 43% reduction in customer turnover, and 23% growth in profitability.**
- **Aversail | B2B InsurTech SaaS | Fall 2024 – CURRENT**
 - Rapid prototyping feature concepts and end-to-end flows to visualize product strategy for stakeholder presentations and investor priorities, preparing designs for user testing.
 - Collaborating closely with stakeholders to translate investor priorities into features.
- **Ombyx | Medical Claims Processing CRM | Fall 2023 – Spring 2024**
 - Conducted bi-monthly iterative user research and wireframe testing with target users to refine and validate the platform's functional requirements, ensuring all features met user standards and needs.
 - Developed multiple iterations of low-fidelity prototypes, created mid-fidelity screens for stakeholder presentations, designed a pitch deck to showcase platform potential.

Design Internship – Black Math | Summer 2022

- UIUX designer on Darkblock website redesign. Gave input in client meetings, created informational architectures, userflows, and interactive prototypes. Reformatted for mobile / web applications.
- 3D modeled and textured objects, to be used as initial assets on Meta's Spark AR platform.

Co-Lead – NASA AR SUITS Challenge | Fall 2022 – Spring 2023

- Awarded finalists by NASA for a moon exploration augmented reality [AR] spacesuit information display.
- Led a team of 15+ designers and software engineers. Managed UIUX team meetings, oversaw interface and design system creation, and translated research findings into actionable insights.
- Presented our interface to NASA panelists consisting of principal investigators, managers, and engineers. Conducted testing with NASA design evaluators at the Johnson Space Center in Texas.

EDUCATION

Rhode Island School of Design (RISD) | August 2019 – June 2023

- BFA Industrial Design, conferred with Honors

SKILLS

HARD SKILLS | design systems, interaction design, product design, prototyping, storyboarding, user research, usability testing, UX research, visual design, wireframing, 3D modeling & rendering, illustration, 2D & 3D animation

SOFTWARE | **Figma, Sketch, Adobe Creative Suite:** Photoshop, Illustrator, XD, Indesign, Lightroom, After Effects, Clipstudio Paint, Procreate, Substance 3D Painter, Solidworks, Rhinoceros 3D, Blender, Unity, Microsoft Hololens