

Michael Jones II

Michigan City, IN | michaeljonesii3d@gmail.com | 219-561-9280 | [LinkedIn](#) | [Portfolio](#)

Summary

UX/UI Designer with a creative and detail-oriented background in 3D modeling, animation, and fine art. Skilled in wireframing, prototyping, and building design systems with Figma. Experienced in user research, usability testing, and creating engaging visual solutions. Passionate about improving user experiences by blending artistic expertise with technical skills to design intuitive and visually striking interfaces.

Skills

- UX/UI Design: Wireframing, Prototyping, Usability Testing, User Research, Interaction Design, Information Architecture, Visual Design, Responsive Layouts
- Tools: Figma, Adobe Creative Suite (Photoshop, Illustrator, After Effects)
- Technical: HTML, CSS, Component Libraries, Design Tokens
- Other: Design Systems, Branding, Illustration, Storytelling

Projects

Save Point (Mobile App): A game collection tracker app designed to help users log and manage their owned video games.

- Designed end-to-end user flow, from onboarding to game detail pages.
- Explored multiple creative directions, including tech-inspired branding and system-based UI.
- Applied bold color palettes, geometric shapes, and modern typefaces to reflect gaming systems.

Routley: Responsive layouts designed for both desktop and mobile platforms.

- Created reusable components and applied consistent typographic hierarchy.
- Designed on a 12-column grid for flexible scalability across breakpoints.
- Delivered a polished, development-ready prototype in Figma.

Experience

Interactive & Immersive Design (3D Modeler) | Self-Employed | Remote | 2019 – 2025

- Worked with clients to turn ideas and stories into clear and engaging 3D illustrations and designs.
- Managed the full project process from planning to delivery, while building strong skills in 3D software and Photoshop.
- Created a variety of designs and assets in different styles, including characters, props, environments, and story based visuals.

UX/UI Design Extern | Hybrid Hiring Solutions | Remote | 2025 - Current

- Assisted in researching user needs and documenting job seeker pain points.
- Supported administrative and design related tasks to improve digital hiring solutions.
- Collaborated with the team on workflow and user experience improvements.
- Gained hands-on exposure to recruitment processes, hiring platforms, and UX focused problem solving.

Education

TripleTen | UX/UI Design Bootcamp | May 2025 - Nov 2025

- Wireframing, prototyping, usability testing, design systems, and responsive design.
- Completed hands-on projects simulating client work.
- Built a portfolio of case studies showcasing design process and outcomes.

American Academy of Art | Bachelor's in 3D Modeling & Animation | 2013 - 2019

- Specialized in 3D modeling, animation, and visual storytelling.
- Completed a capstone project designing and animating a short film.
- Trained in Autodesk Maya, Adobe Creative Suite, ZBrush, Substance Painter, Marvelous Designer, and more.