Jess Gangi
UX // UI Designer

Jessgangi.com
jessgangi@gmail.com
917.749.2240

An experienced designer with an empathetic ear, I am looking to dive deeper, ask better questions, and continue to grow.

Work // Projects

Kessel Run // December 2020-Present (contractor)
Product Designer

Designing map software for the Air Force // Conducting user centered research with end users, in-house developers, and other product designers // Synthesizing research to inform product direction and design user friendly solutions // Integrating with design system team to create map iconography // Building and iterating on UI using Material based design system // Working to define design strategy, product roadmap, and vision

ArtistConnect // February 2020-October 2020 (project)
UX/UI Designer

Designed app for local artists to support and communicate with each other // Applied design thinking process to every stage of app design: developed research plan, conducted competitive analysis, recruited and interviewed perspective users, synthesized data, created personas, precisely defined problem statements and identified user pain-points, needs, and goals, developed user flows and IA, conducted card sort, built interactive prototype, conducted user testing, developed design system, created and applied visual design

Biogen // April 2016-July 2020 (full-time)
Design Lead, Biogen Creative Center of Excellence

Develop original digital and print design work across product and corporate brands // Create responsive web designs across multiple brands // Ensure all digital work is grounded in UX/UI industry best practices // Advocate for user needs with stakeholders across organization // Present work to business stakeholders with air-tight rationale behind design decisions // Collaborate with development, marketing, and account teams to ensure smooth asset handoffs and that work ladders up to larger brand strategy

Skills

Design strategy

User research

User interviews

Persona creation

Usability testing

Prototyping

Wireframing

Journey mapping

UI

IA

Art direction

Empathy

Tools

Figma

Sketch

InVision

Photoshop

After Effects

Illustrator

InDesign

HTML (working knowledge)

CSS (working knowledge)

Education

Bentley University // UX Design, Expected Certificate 2021

General Assembly // UX Design, Certificate September 2020

Parsons New School of Design // AAS, Graphic Design, 2007

State University of New York at Purchase // BA, Psychology, 1996