

JESSICA COURTNEY

UX Designer

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SUMMARY

A UX Designer through Emily Carr University, who strives on developing products from concept through to completion. I am a solutions driven, dynamic individual pursuing user-centric design validated through ideation, testing and research.

EDUCATION

2021 – Emily Carr University –
UX Design Certificate

2014 – Blanche MacDonald Center –
Aesthetics Diploma

WORK

2020 - 2021 – Lululemon
Educator - achieved #1 ranking in
guest experience ratings.

2018 - 2020 – Barkerville Brew Co.
Manager - implemented a covid-19
reopening plan and achieved record
sales.

2016 - 2020 – Blue Collar Groups
Office assistant - worked with Adobe
products to create brochures and
promotional presentations.

SKILLS

HTML
CSS
UX/UI DESIGN
FIGMA
ADOBE CREATIVE SUITE
WIREFRAMING
RESEARCH
PROTOTYPING

VOLUNTEER

Make a Wish Foundation
The Lipstick Project
Special Olympics
High-school Tutor

DESIGN EXPERIENCE

“Drift” – An educational, cultural and immersive Mobile App
UX Designer/researcher

Process:

- We performed a survey, 16 questions, 52 responses & interviewed 8 potential users to see the interest of immersing oneself in a culture, virtually
- To best display our findings we prepared affinity diagrams, an empathy map and 2 user personas to inspire the design
- To get our ideas down we started wireframing, wireflows and proceeded with usability testing to develop our final prototype, with validation.

“Athletica” – High-End Athleisure Inclusive App Redesign
UX designer/researcher

Process:

- I Performed 12 interviews with 16 questions, 7 users, 5 stakeholders
- Empathy & journey mapping and a user persona were made to visualize the user
- I then created wireframes, a wireflow and lo-fi prototype to move forward with usability testing, card sorting and a/b testing.
- To conclude this case study I created a hi-fi prototype, and one last round of testing to ensure the app was intuitive and accessible.

“Together” – Mental Wellness App, VXP Hackathon (3rd place)
UX designer/researcher

Process:

- In a short 24 hour time-frame, our team CTRL + Z, was able to create a 3rd placing mental wellness app design with key elements being a buddy system, an educational forum, and a journaling/mood tracking system.
- My role in this project was to complete the research (5 interviews + secondary and competitor research), persona development, wireframing, UI spec, slide deck development, content creation and the usability testing plan