

Jason King

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QUALIFICATIONS:

- 10+ years experience in interaction, UX, and product design
- Experienced design lead — setting direction, building roadmaps, and resourcing teams
- Systems thinker with experience building designs and processes across organizations
- Shaped organizational design maturity and practices for larger organizations and agencies
- Team leadership through setting team KPIs, mentoring, and growing and attracting talent

SKILLS:

Team Leadership, Vision & Strategy, Product Design, Interaction Design, Prototyping, User Research, Design Thinking, Design Sprints, Facilitation & Collaboration

SOFTWARE:

Sketch, Figma, Adobe CC, Invision, Framer, Principle, Axure

Relevant Experience

98point6

Lead UX Designer (2019 - present)

- Develop vision, process, and artefacts on large areas of the product
- Identify, improve, and create efficiencies across the design team and product development process
- Impact strategy and roadmap through influence and facilitation of tough conversations with leadership
- Mentor UX team members and lead larger design education opportunities across the company

Invision

Design Transformation Consultant (2019)

- Create measurable programs and activities with clients to close gaps in desired organisational behaviours
- Provide thought leadership as a speaker, workshop facilitator, and networker within EMEA
- Provide guidance around the tools and collaborative approaches that connect the design workflow

Booking.com

Lead Designer, Design Systems (2017-2019)

- Lead the creation, growth, and development of the company wide design system, design tools, and interaction guidelines
- Manage a team of 3 designers to ensure growth at a personal and team level
- Build trust across disciplines and open opportunities for collaboration
- Act as a point of contact and key stakeholder for improving design quality and processes

Amazon

UX Designer II (2016-2017)

- Analyze UX problems and identify solutions that meet measurable business requirements and goals
- Incorporate market analysis, customer feedback, technical constraints, and usability findings into design
- Mentor UX designers as well as other disciplines interested in design
- Present design work to executive leadership and project stakeholders
- Collaborate with product and tech partners to develop and utilize effective design process

Freelance/Self Employed

Senior Interaction Designer (2015-2016)

Clients: Disney, Swedish Hospitals, Dunkin Donuts

- Create scalable designs aimed at measurable impact for clients
- Define and evaluate client's functional and business requirements
- Collaborate with stakeholders to evaluate user needs, make design recommendations, and improve products.
- Provide design leadership for each project ensuring that the user is considered in each business decision

POSSIBLE

UX Designer (2012-2015)

Clients: Microsoft, Pearson, Southern California Edison, AT&T

- Create and define interaction models, specifications, and prototypes
- Work in an Agile process to ensure that the user experience is a priority until launch.
- Provide clarity to ambiguous situations by leading user centric design activities
- Understand the relationships between design, business, brand and technology
- 2015 IxDA Awards Finalist - Disrupting category

Pacific Life

Web Designer (2007-2012)

- Design new navigations and restructure page layouts for clarity and usability
- Optimize information hierarchy to help achieve business goals
- Create simple web forms and etools inputs for B2B websites

EDUCATION

University of California, Santa Barbara, Santa Barbara, CA

Bachelor of Arts in Sociology, 2004