

AILEEN SEMIRA JOCSON (AJ)

EXPERIENCE

- 01 / 2021
to
11 / 2023
- Senior Product Designer (01/2022 - 11/2023) | UX/UI Designer (01/2021 - 01/2022)**
Magnopus - Los Angeles, CA
- Created user flows, mock-ups, wireframes, prototypes, & UI components
 - Produced look & feel of UI while updating & maintaining existing design systems
 - Ideated, designed & communicated feature concepts with key project stakeholders
 - Collaborated with Product Designers, Engineers, Product Management & QA Team
 - Identified & communicated risks & strategic opportunities
 - Reported issues encountered in gameplay by entering tickets into JIRA
 - Documented design ideations & iterations on Figma & Confluence
 - Designed features for 'Connected Spaces,' a cross-reality & cross-device internal platform
 - 'Connected Spaces' was included in TIME's Best Inventions of 2022
 - Worked on designs for 'Expo Xplorer', a digital & AR multiplayer experience for mobile
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- 03 / 2019
to
11 / 2020
- UI/UX Designer**
Deck Nine Games - Broomfield, CO
- Created various user flows, mock-ups, workflows, & prototypes
 - Collaborated with UI Artist, Designers, & Programmers
 - Implemented UI designs & assisted in bug fixes using Unreal Engine
 - Wrote & updated design documentations
 - Created test plans & facilitated usability testing
 - Gathered & analyzed data from play tests
 - Presented recommendations for problem areas to project stakeholders
 - Verified functionality & usability of project & in-house tools
 - Reported issues encountered with team members & entering tickets through JIRA
 - Worked on 'Life is Strange True Colors' and 'Wavelengths,' as well as unreleased projects
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- 04 / 2018
to
10 / 2018
- User Experience Designer**
Viget Labs, LLC - Boulder, CO
- Collaborated in designing high quality digital products & websites
 - Delivered sketches, user flows, site maps, wireframes, prototypes, & presentation decks
 - Used creative research methods and facilitated user testing to gather critical user insights
 - Assisted with research preparation, test designs, and subject sourcing
 - Presented recommendations on user experience, functionality, content, IA, & navigation
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- 08 / 2016
to
02 / 2018
- Product Designer (01/2017 - 02/2018) | User Experience Designer (08/2016 - 01/2017)**
Sphero - Boulder, CO
- Helped define product & end-to-end product experiences from concept to launch
 - Created product specifications, user flows & wireframes
 - Facilitated user tests, consumer insight interviews & data collection
 - Analyzed & reported qualitative & quantitative data with project stakeholders
 - Worked with Lucasfilm by creating & submitting product proposals
 - Held weekly updates with team members & Lucasfilm
 - Led design efforts as a Product Designer on Star Wars app-enabled Droids & Droids app
 - Worked as an UX Designer on Star Wars Force Band & other Sphero products

EDUCATION

- University of Colorado Denver**
- Bachelor of Fine Arts with Digital Design emphasis
 - Graduated with Honors - 3.843 GPA



CONTACT DETAILS

 Pasadena, CA

 Upon Request

 contact@aliensamurai.com

 www.aliensamurai.com

SKILLS & EXPERTISE

Product Design
Product Research
User Experience Design
User Interface Design
User Experience Research
Consumer Insight Interviews
Test Facilitation
A/B Testing
Qualitative Data Analysis
Quantitative Data Analysis
QA Testing
Motion Design
Graphic Design

Figma
Sketch
Lucid Chart
InVision
Adobe XD
Adobe Photoshop
Adobe Illustrator
Adobe Premiere
Adobe After Effects
Adobe InDesign
Unreal Engine
JIRA
Confluence
G Suite

For confidentiality purposes,
additional portfolio work may be
provided upon request.