

# JENNIFER COLLINS

## UX DESIGNER

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## EXPERIENCE

### UX Design Contractor

Filament Games | Remote | Jan 2025 - Present

- Enhancing game UI to meet WCAG AA accessibility standards, ensuring inclusive design for diverse users
- Creating wireframes and interactive prototypes in Figma to improve user experience

### UX Designer

Level Ex, INC. | Chicago, IL | Dec 2019 - Oct 2023

- Designed and launched 10+ interactive medical training experiences, including Top Derm and Cardio Ex, impacting thousands of medical professionals
- Created wireframes and prototypes in Figma and Axure RP
- Provided UX support across up to 5 concurrent projects, ensuring consistent design quality and usability and demonstrating excellent multitasking and communication skills
- Collaborated with cross-functional teams and leadership to develop innovative design solutions that met user needs and business goals
- Conducted user research, usability testing, and persona development, influencing product decisions that resulted in wide-scale UX improvements
- Integrated emerging UX best practices, enhancing usability and design efficiency across multiple projects

### UI/UX Designer - Contract

J.J. Keller & Associates, Inc. | Neenah, WI | Oct 2019 - Dec 2019

- Utilized Visual Studio, HTML5, and CSS3 to enhance company web platforms, ensuring compliance with best practices
- Designed and implemented responsive web pages, improving user experience

### UX Design Intern - Integrated Marketing

Springs Window Fashions | Madison, WI | May 2019 - Aug 2019

- Sketched wireframes, low-fidelity, and high-fidelity mockups in Axure RP
- Conducted web maintenance using Eclipse, SharePoint, and WebAdmin
- Used visual studio to write and edit pages using HTML5 and CSS3

### User Experience Intern

CUNA Mutual Group | Madison, WI | Jun 2017 - May 2018

- Redesigned company intranet site
- Conducted user research, interviews, and usability tests, presenting findings that influenced key UX improvements
- Developed customer journey maps for the CX department

## SKILLS & TOOLS

### UX & UI Design

- Wireframing, Prototyping, Interaction Design
- Responsive & Mobile Design, Accessibility Focused Design

### Tools

- Figma, Sketch, Axure RP, Adobe Creative Suite (Illustrator, Photoshop, Premiere, XD)

### Development

- HTML5, CSS3, GitHub

### Collaboration

- Agile Methodology, Office 365, Google Suite

### Soft Skills

- Creative Problem-Solving, Cross-Functional Collaboration,
- Strong Communication, Adaptability, Cross-Cultural Communication

## EDUCATION

### University of Wisconsin-Whitewater

Media Arts & Game Development, International Business  
Whitewater, WI | 2018

### Sophia University

International Exchange Program  
Tokyo, Japan | 2016

## LANGUAGES

English | Native Level

Japanese | Conversational Level

## CERTIFICATIONS

Google Analytics (Previously)

JLPT N4 (Japanese Proficiency)

## SOCIALS

LinkedIn

[linkedin.com/in/jennifer-collins-7681b0105](https://www.linkedin.com/in/jennifer-collins-7681b0105)