



# Jess Huang

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## Profile

I am a self-taught Product/UX Designer based in San Francisco, CA. I have over seven years of experience in user experience design, in industries ranging from consumer electronics to mobile game development to mission-driven philanthropic tech. In my spare time, I am dedicated to teaching and mentoring up-and-coming designers through Andreessen Horowitz's Gen.D program and part-time teaching at General Assembly.

## Experience

### **PRODUCT DESIGNER, HANDUP; SAN FRANCISCO, CA – 01/2016-PRESENT**

As the sole product designer, I am responsible for the entire design experience for HandUp, from print materials (such as brochures, banners and case studies) to UX and visual design. I also manage the product backlog, run brainstorm and ideation meetings and work hand-in-hand with software engineering to develop finished products.

### **PART-TIME UX DESIGN INSTRUCTOR, GENERAL ASSEMBLY; SAN FRANCISCO, CA – 10/2014-PRESENT**

In 2014-2015, I served as an Expert In Residence for a part-time course, and taught two Intro to UX one-night classes in 2015. In fall 2016 I will be Lead Instructor for a part-time UX Design course (weekends only).

### **SENIOR USER EXPERIENCE ENGINEER, GENERAL THINGS/GOPRO; SAN FRANCISCO, CA – 2013-2015**

Responsibilities included working with an agile, scrum-based teams to create engaging experiences for marketing, ecommerce and support sections of GoPro.com, as well as foundational research and design work for web-based video editing tools such as the Trim & Share product. Involved in the entire design process through ideation, wireframing, prototyping and front-end development.

### **SENIOR USER EXPERIENCE DESIGNER, PLAYHAVEN; SAN FRANCISCO, CA – 2012-2013**

Responsibilities included crafting simple and usable user experiences for the PlayHaven dashboard and internal tools, developing and maintaining the PlayHaven StyleKit, a living CSS/HTML (using sass) document, style guide and front-end framework for the PlayHaven app (in progress) and working with the Visual Designer and Product Management teams to develop processes and methods for seeing a product from ideation to release.

### **FRONT-END DESIGNER, SOCIALCAST/VMWARE; SAN FRANCISCO, CA – 2010-2012**

Responsibilities included creating mocks, wireframes, requirements and specifications for new features and products, converting Balsamiq/Photoshop mocks into html/css or haml/sass mockups, working with developers to answer use case questions, fix bugs as discovered and implement new features across the web application, AIR application, company blog and corporate site. Known for thorough product requirements/specifications, clear and well-



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annotated wireframes and mocks, quick turnaround time and overall helpful and engaging manner.

## **CSS/HTML SPECIALIST, AT&T YELLOWPAGES.COM; GLENDALE, CA – 2008-2010**

Responsibilities included converting PSD designs to standards-compliant, accessible and well-written web interfaces, using Haml and Sass templating languages for Ruby on Rails, managing the work load for myself and one other employee, interfacing with product and project managers, working with 4+ back-end development teams at any given time to create, update and troubleshoot front-end interfaces on Yellowpages.com, YP.com, ATInteractive.com and internal projects on a variety of browsers and operating systems.

## Education

Sarah Lawrence College, Bronxville, NY – Foreign Languages/Creative Writing, 2008

## Speaking & Volunteering

Andreessen-Horowitz Gen.D Mentor - 01/2016-present

Keynote Speaker, "Wearable UX", Mobile+Web Developers Conference, July 2015

Guest Speaker, "Designing for Good/AMA", NetImpact Bay Area Impact Design Group, May 2016

Unofficial Mentor for several Tradecraft students

## Skills

User Experience Design, Wireframing, User Research, User Interface Design, Rapid Prototyping, CSS/HTML, Adobe Creative Suite, Sketch

*References happily furnished upon request.*