

Jack Laven

www.jacklaven.com

Loveland, CO | 763.913.1370 | lavenjack@gmail.com | linkedin.com/in/jack-laven

USER EXPERIENCE DESIGNER

Multi-disciplinary designer with 2+ years of experience in creating user-centered designs across platforms.

- Skilled in leveraging a technical background to tackle complex problems, ideating and developing user-focused solutions.
- Experienced in collaborating within cross-functional teams to drive creative outcomes through effective communication and successfully meet stakeholder requirements.
- Proven leader adept at solving ambiguous problems and delivering impactful design solutions, with a strong emphasis on accessibility and cross-cultural understanding.

Professional Experience

Freelance UX Designer | *self-employed* | Loveland, CO May 2024 – Current

- Developed UX flows and visually engaging UI for various platforms including video games and mobile, harmonizing user needs with monetization strategies to drive engagement and product growth.
- Produced high-fidelity prototypes and actionable design insights that enhanced user experience while supporting business objectives.
- Worked closely with development teams to ensure seamless handoff through detailed documentation, scalable design systems, and efficient workflows, fostering clear communication and alignment across teams.

UX Designer (Intern) | Volkswagen Group | Potsdam, Germany Sep 2023 – Feb 2024

- Spearheaded the design-to-development workflow as the sole designer on a small agile team, ensuring smooth collaboration between design and development for successful implementation.
- Created and implemented UI mockups in Unity using C# and UI Toolkit, ensuring alignment with client design systems.
- Delivered polished, user-friendly designs through rapid prototyping and iterative feedback cycles with stakeholders.
- Managed a Git-based shared codebase to support seamless design-development collaboration.

Mechanical Engineer | Life Fitness | Ramsey, MN Jan 2018 – Oct 2021

- Designed exercise equipment with user-centric principles, prioritizing ease of use and accessibility.
- Led design reviews, iterating on designs based on stakeholder feedback.
- Collaborated with on-site and overseas manufacturing teams to ensure cost-effective solutions.

Education and Certifications

Master of Arts in Interaction Design

University of Applied Sciences and Arts of Southern Switzerland

Sep 2022 – Feb 2024

Bachelor of Mechanical Engineering

University of Minnesota

Sep 2014 – Dec 2018

Web Design: Strategy and Information Architecture

Coursera

Visual Elements of User Interface Design

Coursera

Relevant Skills

- UX/UI
- Graphic design
- Visual design
- Figma
- Wireframing
- Prototyping
- Usability testing
- User journeys

Achievements

Patent: Weight Machine Sensor System | [Life Fitness](#)

May 3, 2023

Co-author of patent publication no. 20230139629, concerning a weight sensing system for strength training machines.

ASME SMASIS Conference | [University of Minnesota](#)

Sep 2018

Co-author of “Manufacture of Ultra-Dense Knitted Superelastic Structures”, published via the ASME SMASIS conference. We designed and tested various knitted patterns of nitinol alloys for possible use in the aerospace and medical industries.