



TAMIA JAMES

PRODUCT DESIGNER

CONTACT INFO

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Portfolio: Tamiajamesdesign.com

Udemy Course: <https://www.udemy.com/course/designing-your-first-mobile-app-with-sketch/>

SKILLS

- ✓ -Sketch, Figma, Miro, InVision
- ✓ -User Research
- ✓ -Interactive Design
- ✓ -Visual Design
- ✓ -Design Systems
- ✓ -Event Management/Coordination
- ✓ - Adobe Creative Suite (Photoshop, Illustrator, AfterEffects, and Adobe Premiere)
- ✓ - Microsoft Office
- ✓ - Great Communication Skills
- ✓ - Time Management Skills

ACADEMIC HISTORY

Santa Monica College

BA – Graphic Design

Beverly Hills High School

HS Diploma

Digital Design & UX Virtual Experience Programme

Certificate

Google UX Design Certificate | Coursera, 2021

Certificate

EXPERIENCE

Product Designer

Intrepid - Remote | 05/2024 - 09/2024

- Led the design of data-driven features for True Path Bank's website, enhancing users' ability to manage their finances through intuitive dashboards and interactive data visualization.
- Collaborated with data analysts to identify key metrics for users, translating complex financial data into user-friendly visuals such as line graphs, pie charts, and table

Udemy Course Instructor: *Designing Your First Mobile App with Sketch*

Udemy - Global | Present

- Developed and delivered engaging online course content to a diverse group of learners, resulting in a 95% course completion rate.
- Facilitated interactive discussions and provided timely feedback on assignments, fostering a collaborative and supportive learning environment.
- Revised user experience course materials regularly based on student feedback and industry trends, ensuring the curriculum remained relevant and up-to-date.

Product Designer

Fit Flex (B2B) - Los Angeles | 2022

- Created and implemented user-centered design solutions for new and existing products, resulting in a 20% increase in user engagement and a 15% decrease in customer complaints.
- Collaborated with cross-functional teams including engineers, product managers, and UX researchers to define and refine product requirements, ensuring seamless integration between design and development processes.
- Conducted extensive user research, including user interviews and usability testing, to gain insights and inform design decisions, resulting in a 30% improvement in user satisfaction.
- Developed wireframes, prototypes, and mockups using industry-standard design tools, translating complex user flows into intuitive and visually appealing user interfaces.

Design Advocate (Los Angeles)

Sketch For Mac | 06/2020 - Present

- Spearheaded the development and execution of design workshops, reaching 100+ participants annually, to promote design thinking and empower individuals to solve complex problems creatively.
- Collaborated with cross-functional teams to conduct user research, gather feedback, and iterate on design solutions, resulting in a 20% increase in user satisfaction.
- Facilitated design critiques and provided constructive feedback to designers, fostering a culture of continuous learning and improvement.
- Presented at industry conferences and events, sharing insights and best practices on design principles and advocating for the importance of design in business strategy.

Freelance AR Creator + UX/UI Instructor

Universal Music Group - Los Angeles | 2020 + 2021

- Designed and developed innovative AR filters using industry-leading software such as Blender, Sketch, and Spark AR resulting in a 30% increase in user engagement and a 20% boost in app downloads.
- Collaborated with cross-functional teams to gather requirements and create customized AR filters that aligned with brand guidelines, resulting in increased brand recognition and customer satisfaction.
- Hosted a series of Sketch design workshops to music-tech founders.