Jon Gamél

UI/UX designer with an emphasis on UI across multiple platforms. Strong in UX with a passion in UI. Experienced at user research from the persona level. Solves contrasting problems and translates solutions into high fidelity prototypes. Practiced in Interaction Flow Maps ensuring that projects have a high level of collaboration. Wireframes designs and joins forces with developers and business interests to increase user engagement. Creates low fidelity rapid prototypes to test user interaction. Converts the low fidelity prototypes into high fidelity which emphasize micro interactions within a UI. Conceptualizes new visual experiences to increase user engagement. Develops dynamic grid structures. Builds hundreds of screens of UI based on single libraries that utilize Atomic Design.

Notable Accomplishments

Designed and structured Aol.com's first mobile app • Created a basic UI template used across 300 entertainment markets -Townsquare • Designed and developed online advertising integrations -R/GA Pioneered creative online e-commerce strategies for selling products -Adidas



Work Experience

(20)

Sr Product Designer

Seismic UI, Design Systems San Diego, CA



UI Designer

Holonis Inc. UI, Design Systems San Diego, CA



Freelance UI/UX

Independant UI/UX TV Apps Los Angeles, CA



UI/UX Designer

Townsquare Media UI, Music Apps NY & Los Angeles



(10) Art Director

America Online Aol.com, Mobile New York, NY

Skills

Creative

Experience Prototyping Affinity Diagraming A/B User Testing Wireframing Atomic Design Grid Systems Typography Illustration

Software

Figma Sketch Principle Invision Zeplin AdobeXD Abstract Photoshop SketchUp

Hands On

Painting Resin Molds

Education

BS Graphic Design

Cal Polv SLO San Luis Obispo, CA

AS General Ed

Cuesta College San Luis Obispo, CA

Contact

In Person

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Online

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