



JACKIE STRUBBERG

DESIGNER

Human-centered designer eager to collaborate within a team to create positive experiences for users. Motivated to learn and grow in the health and wellness industries.

SKILLS

Sketch, Invision
Figma
Adobe CC
Axure
JIRA Software
Rally
Basic HTML & CSS
Research
User Interviews
Wireframing
Prototyping
Visual Design
Communication
Conflict Resolution
Critical Thinking/Problem Solving
Coaching
Positivity
Empathy
Leadership
Listening
Receiving Feedback
Time Management

CONTACT ME

636-667-0751
jackiestrubberg@gmail.com
www.jackiestrubberg.com

WORK EXPERIENCE

UX Designer

Cox Automotive | June 2021-Present

- Worked on features for Vauto's iRecon software. Improving the reconditioning process to become smoother, and more efficient for dealerships and vendors to get their cars front-line ready.
- Gained buy-in from stakeholders by explaining the business value and user needs around each design decision.
- Contributed to the Design Library and helped build a component system in Figma.
- Worked in Agile development across Product, and Development teams.

UX Designer

Heritage Auctions | Oct 2020-June 2021

- Working with the Enterprise Design Team, I facilitated stakeholder meetings to uncover pain points and requirements and create solutions to improve employee workflows, gain productivity and reduce cost within the company.
- Migrated 20-year-old applications to an internal application used by 500+ employees.
- Managed and prioritized multiple projects on a daily basis.
- Participated in weekly Design School conversations, and presented topics on Visual Design.

User Interface Designer

CheapEats | Visionary Fellowship | Aug 2020-Nov 2020

- Collaborated with front-end and back-end developers to build an application for restaurant vendors to create customizable receipts.
- Designed all hi-fi visuals in Figma, including a drag and drop feature, and customizable templates.

UX/UI Design Intern

Cherish Parenting | June 2020-Aug 2020

- Wrote the scripts for all UX interviews, including: qualitative analysis, card sorting activity, storyboard testing, and prototype usability testing to find common pain points and frustrations for parents of teens.
- Comprehensively interviewed 25+ potential users using the script, and then consolidating all material into a working report for the Founding team.
- Mentored and lead interns in UX research on best practices during a full day program hosted by me. This included a role-playing exercise for conducting 1:1 user interviews, how to best consolidate and keep notes, and understanding user needs.
- Used empathy maps, rainbow spreadsheets, and affinity mapping I synthesized data to create 3 personas used to project future product mapping.

EDUCATION

General Assembly

UX Design Immersive

Purchase College, S.U.N.Y

Bachelor of Fine Arts in Dance