

# Jamison Wieser

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USER EXPERIENCE + INTERACTION DESIGN CONSULTING

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## PROFILE

Jamison Wieser is a seasoned user experience and interaction designer with 20 years of experience. He's worked in all phases of the design process from start to launch across a wide range of industries.

Generating design concepts and evolving them into completed wireframes/schematics and working prototypes is Jamison's design superpower. He excels at working closely with team members and clients to collaborate during all phases of the design process.

Jamison uses a user-centered process to inform his designs. He's worked on all aspects of the user research process: from usability tests to customer interviews, evaluation of the result, and the presentation of the findings. He collaborates with the product team, engineers, developers, and marketing to ensure the project will not just check off the objectives and requirements, but truly meets the needs and capabilities of the end-user. In addition to UX design, Jamison also brings a level of visual design polish to his deliverables.

## CORE COMPETENCIES

Responsive Design  
Product Concepts  
User Research  
Interaction Design

Content Strategy  
Cross-platform Design  
Task Analysis  
UX Design

Product Strategy  
Brand/Property Consolidation  
Information Architecture

## KEY DELIVERABLES

Competitive Audits  
Project Pitches  
Research Findings  
Task Flow Diagrams  
Wireframes/schematics

Design pattern libraries  
Prototypes  
Site maps  
Usability Audits

Design principles  
Research Plans  
Style Guides  
User journey & Roadmaps

## CLIENTS

Autodesk  
Google  
LiveJournal  
Ubisoft

Catalyst Innovation Partners  
Hot Studio  
Six Apart  
Western Union

Climate Corporation  
Intuit  
Sutter Health  
Yahoo!

## PORTFOLIO

A current portfolio of launched work is available at: [linkedin.com/in/jamisonwieser/](https://www.linkedin.com/in/jamisonwieser/)

## SELECTED WORK

### UX DESIGNER, CLIMATE CORPORATION 2019-2020

Worked on a variety of design projects to improve the company's existing digital farming software tools. Collaborated closely with the product management team to design, prototype, and test with customers the

next-generation product concepts.

#### UX DESIGNER, CATALYST INNOVATION PARTNERS FOR UBISOFT 2016-2018

Redesigned the news blog as the official *Ubisoft News* channel. Through extensive stakeholder and customer interviews, and multiple design workshops, *Ubisoft News* was completely redesigned and repositioned on a new technical infrastructure that allowed localization into multiple languages and sites. Next we developed of a new home page from scratch. This included extensive customer research and testing to make sure we never lost sight of players' needs. The new home page gave Ubisoft the flexibility they needed to showcase multiple products in new ways, provided access points to a variety of services and content, and built in the flexibility to swap out content quickly as the product cycle demanded.

#### UX DESIGNER, HOT STUDIO FOR WESTERN UNION 2011-2012

UX lead for the redesign of Western Union's global portal, including the process of sending and receiving money. Conducted customer interviews and usability testing to better understand what customers needed from WU. Conducted a competitive audit of other money sending services. Crafted a simple and universal four-step process all customers can use, no matter which of the 140+ customer countries they reside in.

#### UX DESIGNER, TANGIBLE UX FOR VARIOUS CLIENTS 2009-2016

Content Strategy and UX/UI design for multiple clients. Roles and tasks included:

- Usability and user testing
- Task flows and task analysis
- Responsive designs
- Pattern library creation
- Documentation and specs
- Led brainstorming activities
- Content strategy
- Wireframes and sitemaps
- Prototyping

#### UX DESIGNER, PUNCHCUT FOR VARIOUS CLIENTS 2010-2011

UX/UI design and research for multiple clients. Roles and tasks included:

- Usability and user testing
- Task flows and task analysis
- Responsive Designs
- Prototyping
- Brainstorming and ideation
- Documentation and specs
- Wireframes and sitemaps

Prior to 2010, I worked full time in a number of design roles covering 100s of projects of varying scales from a few days for a year.

#### EDUCATION

West Valley College, Saratoga California — Liberal Arts AA, 1999