Jamison Wieser

USER EXPERIENCE + INTERACTION DESIGN

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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 sure 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

Wireframing	Responsive Design	Content Strategy
Product Concepts	Product Strategy	Cross-platform Design
User Research	Task Analysis	Information Architecture
Interaction Design	UX Design	

TOOLS

Figma	InVision	Photoshop
Sketch	Illustrator	InDesign

PORTFOLIO

A current portfolio of my launched work is available at: linkedin.com/in/jamisonwieser/

SELECTED WORK

Since 2010, I've been working as a freelance user experience designer for a range of clients and with several studios based mostly in San Francisco.

UX DESIGNER, U.S. BANK • 07/2021-PRESENT

User experience design, wireframing, and prototyping consumer-oriented products.

UX DESIGNER, THE CLIMATE CORPORATION • 03/2019-12/2020

Over nearly 2 years, I worked on a variety of design projects to improve the company's existing digital farming software tools and working closely with the product management team to design, prototype, and test next-generation digital farming product concepts.

UX DESIGNER, CATALYST INNOVATION PARTNERS FOR UBISOFT • 02/2016-12/2018

Over nearly 2 years, I worked with the leading game company to redesign their entire network of sites, beginning with extensive stakeholder and customer interviews, leading workshops.

Lead the redesign and repositioning of the "UbiBlog" as the official "Ubisoft News" channel and built on a new infrastructure to allow localization. Built on our early wins to redesign the home page (and key landing pages), with extensive research and testing to make sure we never lost sight of customer needs during the process of working with stakeholders across the company.

UX DESIGNER, TANGIBLE UX FOR MULTIPLE CLIENTS 04/2009-01/2016

Content Strategy and UX/UI design over many for multiple clients, including Yahoo! and Intuit. Roles and tasks have 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
- High and low fidelity prototyping

UX DESIGNER, HOT STUDIO FOR WESTERN UNION 06/2011-03/2012

UX lead for a redesign of West Union's global portal and process of sending and receiving money. My work involved customer interviews and usability testing, research, and competitive audits, leading to a concept for a simple and universal four-step process which would for any of the 140+ countries they offer service in.

UX DESIGNER, PUNCHCUT STUDIO FOR MULTIPLE CLIENTS 08/2010-04/2011

UX/UI design and research for multiple clients, including the research, creating rough sketches through detailed wireframes. Roles and tasks have included:

- Usability and user testing
- Task flows and task analysis
- Responsive Designs
- Prototyping

- Led brainstorming activities
- Documentation and specs
- Wireframes and sitemaps

PRIOR EXPERIENCE

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

INTERACTION DESIGNER, SIX APART 08/2004-01/2009

 Joining as only the company's third designer, Six Apart was growing from a startup to one of the dominant blogging software makers and owner of one of the first social networks. Led the design of new features and later a complete redesign of our hosted blogging services. Some highlights: Redesign and relaunch of our flagship TypePad redesign project. Working with not just the product manager and stakeholders, but also interviewing customers, and talking with support about top issues in order to address and, better still, prevent common problems and pain points from even happening during a complete overhaul of the application's design.

Lead designer of Vox.com, working with the product from kickoff to design a new "web 2.0" blogging service that incorporated social networking aspects, including "friend" and "family" circles.

Redesigned interface of TypeKey, a universal sign-on/authentication system, which was originally designed for our developer audience, but grew into a tool used by all our services as a way to verify the

identity of commenters. Since users would be coming from possibly any site on the web to sign in, our service needed to be simple to understand, not just for users registering or signing in, but also explain the identity was portable to other participating sites as well. This included working with the OpenID community to develop a consistent sign-in process.

USER INTERFACE DESIGNER, NETSCAPE/AOL 04/2001-07/2004

Work in both lead and supporting roles designing products under the Netscape and AOL brand names from early concept phase through product launch, included web applications and Windows and Mac OS X software clients. My design work included early task analysis and development of user task flows, both for product brainstorms and even when they were not required used task flows for my own design process to identify the core and non-core task of a user to design accordingly. Worked closely with usability team to build and test prototypes and refine designs as early as possible.

Products worked on include, Netscape Network (a redesign and relaunch of netscape.com), Netscape Browser, AOL Instant Messenger, AOL's next-generation mail and instant messenger client for Mac OS X, Love@AOL (romance/dating section), AOL Wallet (shopping/transaction infrastructure used for purchases within AOL, AOL's shopping section and many partner merchants), AOL Bill Pay and my own experience keeping a blog became valuable when working on AOL's blogging product AOL Journals.

DESIGNER, GO NETWORK/INFOSEEK (DISNEY) 10/1999-12/2000

UI designer for web applications (including yellow and white pages, translator, and maps) for the GO.com portal as well as web-enabled phones, and a number of internet-enabled applications for PalmOS with an emphasis on maintaining a consistent feel across GO.com web sites as well as wireless devices where interfaces and interaction methods varied widely. Worked closely with other designers, HTML coders, engineers, programmers, producers, and product managers on a daily basis. Worked on the redesign of GO.com web portal with consulting firm Razorfish.

In addition to working as both a UI and visual designer, during the relaunch of GO.com, I built a team of HTML designers and was responsible for the production of HTML on the portal. Because my experience in the company included interface development as well as visual and interface design, I served as the main point of contact between design and the rest of the company. And as a member of Portal Imagineering, served to envision and develop the next generation of portal products and services, including broadband products, flash and DHTML implementations.

EDUCATION

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