

Jake Landry

I'm a UX designer with more than 8 years of experience working at Seattle area tech companies. I'm also an amateur game developer. I find fulfillment in creatively solving user problems.

Contact

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Experience

7-Eleven, Remote — Sr. UX Designer

FEB 2024 - Present

- Designed features & collaborated with research and product partners for 7NOW application and 7NOW.com website

Amazon.com, Bellevue, WA — UX Designer II

JUN 2022 - SEP 2023

- Designed and conducted research for complex logistical scenarios for Amazon delivery drivers in both physical and digital space (Amazon Flex app) as part of the Last Mile team

T-Mobile, Bellevue, WA — Sr. UX Designer

APR 2019 - MAY 2022

- Made strategic design decisions advocating for a strong end-to-end, omni-channel user experience
- Managed project backlog for a team focused on existing T-Mobile customers

Purposeful, Bellevue, WA — UX Designer

SEP 2018 - FEB 2019 (Contract via Filter Digital)

- Carried project from ideation to engineering via wireframes, compositions, and prototypes.
- Was responsible for creation of a highly successful (NPS 64) prototype that secured funding for the project's future.

Luxoft, Kirkland, WA — UX Designer

JUL 2015 - SEP 2018

- Designed wireframes, information architecture, visual design, and more for apps and websites for clients including Microsoft, Alaska Airlines, and RocketSpace.
- Worked with the sales team to supplement sales materials and provide guidance on pitch decks.

Toolbox

Figma
Sketch
Adobe CS
Unity
Unreal
Principle
Miro
ProtoPie

Expertise

Wireframing
Prototyping
Visual Design
User Journey Mapping
Information Architecture
Web Design
iOS Design
Android Design
Game Design

Airbiquity, Inc., Seattle, WA — *Business Analyst*

OCT 2013 - JUL 2015

Education

University of Washington, Seattle, WA — *Human Centered Design & Engineering*

SEP 2009 - JUN 2013

Completed Bachelor of Science in Human Centered Design & Engineering, HCI Concentration