



## JONTE WILLIAMS

UX | RESEARCHER & DESIGNER

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<http://jontew.com>

### RESEARCH & DESIGN

Competitive Analysis  
Contextual Inquiry  
Heuristic Evaluation  
Cognitive Walkthrough  
Survey/User Interview  
Personas & Scenarios  
Usability Testing  
Ethnographic Research  
Prototyping  
Wireframing  
Storyboarding  
Data Visualization

### TOOLS

Keynote  
Photoshop  
Illustrator  
Indesign  
Invision  
Sketch  
Balsamiq  
Marvel App  
Principle

### PROGRAMMING

HTML + CSS  
Javascript

### EDUCATION

SEP 2016 : University of California, Irvine | Irvine, CA  
SEP 2017 : Master of Human-Computer Interaction & Design

AUG 2009 : California State University, Fresno | Fresno, CA  
MAY 2014 : Bachelor of Fine Arts in Graphic Design  
Emphasis: Interactive Multimedia Design

### EXPERIENCE

JUL 2012 : **Jonte Design** | Tulare, CA  
PRESENT : *Graphic Designer*

Produce designs that get the clients messages across with high visual impact. Work on a huge variety of products, including websites, packaging, books and magazines, corporate identity, advertising, and exhibitions and displays.

MAR 2017 : **Catalia Health** | San Francisco, CA  
SEP 2017 : *UX Designer - MHCID Capstone Project*

AI conversation and intent designer for non-generalized AI robot. Guided iterative user research and testing and a team of 4 consultants/students to deliver 11 conversation modules for robot home health assistant. Developed discount user research framework for this newly emerging type of user testing.

NOV 2015 : **Minted** | Oakland, CA  
DEC 2015 : *Seasonal Design Associate*

Creating and editing design file templates using Adobe Creative Suite. Proofing orders to ensure accuracy and providing quality control assessment for our products. Preparing and color correcting photos for optimal printing quality. Creating print-ready files corresponding with customers regarding their customization instructions.

MAR 2015 : **Sasser Specialites** | Hanford, CA  
AUG 2015 : *Graphic Designer*

Was responsible for creating computer generated vinyl and full color graphics output that can be weeded, cut, and applied or printed and mounted to a substrate. In the production room responsible for all aspects of the physical construction and assembling of signs.

JAN 2012 : **Fresno State** | Fresno, CA  
MAY 2014 : *Graphic Designer*

Assist with creation, design, and layout of Educational Opportunity Program, off campus and on campus clients' materials including illustrating, proofing, gathering assigned information for design ideas, and utilizing design methods and resources as necessary for completion of projects.