

Roxanna Jackson

Product Designer

I'm a product designer born and raised in Los Angeles, California that specializes in crafting solutions and visually appealing designs that not only solve problems but also explore possibilities and improve overall user experiences. This has led me to work in roles that focus on software, customer experience, robotics, and human-machine interface (HMI) design.

Work Experience & Projects

- Web Designer

Spacedock (Remote)

A space infrastructure company advancing orbital capabilities through hosted payload integration and autonomous docking.

• Collaborates with the team to understand user needs and aligns creative ideas with brand identity.

• Revamped the current website and oversaw the design, layout, and functionality.

• Applies UX best practices to ensure scalability, speed, and accessibility.

• Utilizes content management system (CMS) tools to seamlessly integrate designs and manage content.

• Updates the website and implements improvements while adhering to accessibility standards.

August 2025 - Present

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UX/UI Designer

Cybernetic Economic Intelligence Foundation (Remote)

A company that empowers users to transform their everyday expenses into future income by leveraging their data.

• Created low-fidelity wireframes and high-fidelity prototypes to visualize concepts and user flows.

• Strategically incorporate gamification techniques into existing interfaces to enhance user engagement.

• Collaborated cross-functionally with internal teams to gather insights and refine designs, ensuring alignment with stakeholder goals and feedback.

September 2024 - March 2025

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Web Designer

Freelance (Los Angeles, California)

A freelance web designer who creates visually engaging and user-friendly websites.

• Collaborated with clients to understand user needs and aligned creative ideas with brand identity.

• Oversaw website design, layout, and functionality.

• Applied UX best practices to ensure scalability, speed, and accessibility.

• Utilized content management system (CMS) tools to seamlessly integrate designs and manage web content.

• Designed UI kits, high-fidelity mockups, and prototypes using tools like Figma and Adobe Suite.

• Updated websites and implemented improvements while adhering to accessibility standards.

May 2024 - October 2024

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UX/UI Designer

OffWorld Inc. (Pasadena, California)

A robotics company developing industrial robots and systems to do the heavy lifting on Earth and the Moon.

• Established OffWorld's UX design process, ensuring consistent application of UX principles.

• Conducted user research and usability testing with internal team and stakeholders to refine designs.

• Developed and implemented various robotic systems interfaces, including multi-robot swarms and high-intensity microwave systems, and demonstrated them to global mining companies.

• Created and maintained a UI design library for consistent branding throughout all robotic systems

• Organized and facilitated internal workshops to define user journeys, flows, and personas to improve the user experience

• Created multimedia content, a physical joystick controller, comprehensive user manuals, visual graphics, and partnered with marketing to regularly improve the website

• Utilized various tools (JIRA, Confluence) to manage tasks and meet goals in an agile environment.

March 2022 - February 2024

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Various UX Design Projects

Designlab (Remote)

An industry-leading program that connects students with experienced designers to help launch design careers.

• Visit my website to view the following projects: Across, Crunchyroll, CyberSpace, and Miracle Skincare

February 2021 - August 2021

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Additional Work History

• Visit my LinkedIn Profile for additional work history.

June 2012 - April 2019

 roxannajackson.com

 roxannarjackson@gmail.com

 linkedin.com/in/roxannajackson

 Los Angeles, California

Education

ArtCenter College of Design

Pasadena, California

Interaction Design, MDes (Master's Degree)

September 2025 - September 2026

Designlab

Remote

UX Academy (Certification)

December 2020 - August 2021

Concept Design Academy

Pasadena, California

Foundation & Design Thinking

February 2014 - April 2014

Art Institute of California

North Hollywood, California

Media Arts & Animation, BS (Bachelor's Degree)

August 2009 - December 2013

Tools

Figma

Adobe Creative Suite
 - Photoshop
 - Illustrator
 - Acrobat
 - Premiere

Autodesk
 - Maya
 - 3dsMax

Blender

Miro

Zeplin

JIRA & Confluence

Wix

Microsoft 365 & Office Suite

Google Workspace

Notion

Slack

Basecamp

HTML & CSS

Skills

User Research

User Interface Design

Interaction Design

Cross-Functional Collaboration

Journey Mapping

Brainstorming

User Interviews

Workshops

Wireframing

Prototyping

Usability Testing

Information Architecture

Card Sorting

Design System / Library

Design Management

2D & 3D Animation

Digital Painting

Illustration

Visual Design

Web Design

Video Editing

Brand Identity