

Roxanna Jackson Designer

I'm a designer that specializes in UX/UI and product design with experience in animation, software, and robotics. I craft solutions that solve problems, explore possibilities, and improve overall user experiences. This has led me to work in roles that focus on customer experience, robotics, and human-machine interface (HMI) design.

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- Los Angeles, California

Work Experience & Projects

● Web Designer / Brand Designer

August 2025 - Present

[Spacedock \(Remote\)](#)

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

- Collaborates with cross-functional teams to align user needs with brand identity.
- Led full website redesign, overseeing UX, visual design, and functionality.
- Designs marketing materials, pitch decks, and branded assets to support business development.
- Utilizes content management system (CMS) tools to integrate designs and manage content.
- Updates the website and implements improvements while adhering to accessibility standards.
- Drove SEO strategy (keyword optimization, metadata, technical enhancements), achieving #1 Google ranking for branded terms and increasing organic traffic by 26% post-launch.

● UX/UI Designer

September 2024 - March 2025

[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.

● Web Designer

May 2024 - October 2024

[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.

● UX/UI Designer

March 2022 - February 2024

[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.

● Various UX Design Projects

February 2021 - August 2021

[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](#)

● Additional Work History

June 2012 - April 2019

- Visit my [LinkedIn Profile](#) for additional work history.

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
- Acrobat
- Illustrator
- Premiere

Autodesk

- Maya
- 3dsMax

Blender

Unity

Miro

GitHub

JIRA & Confluence

Virtual Studio Code

p5.js

Microsoft 365 & Office Suite

Google Workspace

Wix

Slack

Basecamp

Skills

Product Design

UX/UI Design

Interaction Design

Cross-Functional Collaboration

User Research

Brainstorming

Workshop Facilitation

Wireframing & Prototyping

Brand & Visual Design

Design System / Library

Design Thinking & Strategy

Journey Mapping

User Interviews & Testing

Information Architecture

Web Design

Front-End Fundamentals

- HTML / CSS
- Javascript

Animation

3D Modeling

Illustration

Video Editing