RoxannaJackson
Product Designer

I'm a **designer** that specializes in **UX/UI** and **product design** with a background 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.

Work Experience & Projects

Web Designer
August 2025 - Present
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**.

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.

- 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
- Acrobat
- Illustrator
- Premiere
Autodesk
- Maya
- 3dsMax
Blender
Miro
Zeplin
JIRA & Confluence
HTML, CSS & Javascript
Microsoft 365 & Office Suite
Google Workspace
Wix
Slack
Notion
Basecamp

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