

# Roxanna Jackson

## UX/UI Designer

I'm a UX/UI 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

- 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
- Customer Experience Technician

May 2019 - March 2020





Studio Designer (Culver City, California)

A leading digital project management, product sourcing, and accounting platform for the interior design industry.

- Provided customer service, managed client expectations, and delivered fast, on-targeted solutions.
  - Collaborated with various teams (development, design, marketing) to enhance user experience and troubleshoot program issues.
  - Utilized CRM programs (Zendesk, Intercom) for daily operations, contributing to streamlined processes and system evolution.
  - Contributed to evolving processes and systems to improve efficiency, training, and overall client experience; assisted the Customer Support team as needed.
- Additional Work History

June 2012 - April 2019

- Visit my LinkedIn Profile for additional work history.

-  [roxannajackson.com](https://roxannajackson.com)
-  [roxannarjackson@gmail.com](mailto:roxannarjackson@gmail.com)
-  [linkedin.com/in/roxannajackson](https://linkedin.com/in/roxannajackson)
-  Los Angeles, California

### 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
- Web Design
- Visual Design
- Illustration
- Digital Painting
- 2D & 3D Animation
- Video Editing
- Brand Identity

### Tools

- Figma & FigJam
- Adobe Creative Suite
- Zeplin
- Miro
- JIRA & Confluence
- Notion
- Wix
- Microsoft 365 & Office Suite
- Google Workspace
- Slack
- Basecamp
- HTML & CSS

### Education

- 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

(Bachelor's Degree)

August 2009 - December 2013