



Nick Jenvey

UX/UI DESIGNER

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Summary

I am an experienced UX/UI Designer based in Vancouver, Canada. I've spent over 8 years designing inclusive impactful digital experiences for a variety of industries, including video games, business technology, eCommerce, and marketing. I am passionate about utilizing user-centered design principles to improve product usability and customer satisfaction, and I am now searching for opportunities to further my expertise and contribute to creative projects that push the frontiers of user experience design.

Experience

UX Designer

Kabam – Remote

JULY 2022 – MAY 2023

- Laid off due to microeconomics conditions.
- Demonstrated excellent problem-solving skills in identifying and defining strategic goals and requirements for new features, assessing their impact on player experience.
- Designed player-centric user flows and created interactive wireframes to optimize the in-game journey.
- Conducted usability tests in the gaming community, enhancing player satisfaction and game ratings.
- Engaged in constructive dialogues with game designers, ensuring UX designs aligned with gameplay narratives and facilitated a more streamlined decision-making process.

Digital UX Specialist

Coast Capital Savings – Remote

[View Project](#)

OCTOBER 2021 – JULY 2022

- Collaborated with cross-functional teams to develop and present visually compelling designs, effectively communicating key milestone deliverables to peers, stakeholders, and leadership.
- Established and promoted design guidelines, best practices, and standards, ensuring consistency across various channels (desktop, tablets, mobile, wearables) and enhancing brand recognition.
- Translated insights from user research into actionable design modifications within Figma, ensuring user-centric and effective design solutions.
- Collaboratively engaged with the product, design, and development teams to bring to life design concepts that resonated with product vision, elevated visuals and amplified the user experience.

UX/UI Designer

Sprung Studios — Onsite > Remote

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OCTOBER 2019 - OCTOBER 2021

- Engaged actively in game design brainstorming sessions, pitching creative UX strategies and reinforcing a teamwork-driven game development environment.
- Conducted in-depth game-specific UX research, referencing, and competitive game analysis to solidify and validate design choices, emphasizing player-focused outcomes.
- Mapped out user flows and screen transitions, delving deep into player journeys to fine-tune and maximize in-game interactions.
- Crafted game-centric wireframes and pursued pioneering UX designs, refining the approach through collaborative reviews and feedback rounds with game development stakeholders.

Frontend Developer + Web Designer

Wine Works — Onsite

MARCH 2017 - OCTOBER 2018

- Integrated client sales goals with user-centric front-end development, ensuring that UI components directly supported specific business targets.
- Became the company's initial in-house web designer, playing a pivotal role in its growth and expansion.
- Developed engaging and intuitive online storefronts with an emphasis on user interaction and responsiveness, leading to heightened user satisfaction and retention.
- Generated detailed wireframes and prototypes, facilitating a smoother transition to coding phases and ensuring streamlined project completion.

Web Designer

Steady Studio — Remote

NOVEMBER 2015 - APRIL 2017

- Crafted responsive and intuitive web interfaces, amplifying user engagement and bolstering client brand visibility.
- Partnered seamlessly with developers to ensure cohesive web design integrations, consistently meeting project specifications and timelines.
- Supported branding initiatives through the creation of digital style guides, innovative logo concepts, and online brochure designs to maintain brand uniformity.

Co-founder + Web Designer

Novacode — Remote

JUNE 2015 - MARCH 2017

- Led the end-to-end creation of design assets from concept to final hand-off to the development team, ensuring timely project completion and client satisfaction.
- Worked closely with clients to define their vision and align design solutions with their needs and goals, resulting in highly tailored and impactful designs.
- Managed client expectations, created timelines, and streamlined work processes for the development team, optimizing project efficiency.
- Assisted the development team during peak periods, contributing to successful project delivery within tight deadlines.

Visual Designer

Megacast – Onsite

JANUARY 2013 - JUNE 2016

- Created visually appealing display advertisements and print brochures, contributing to successful marketing campaigns for diverse industries.
 - Designed mobile-responsive websites, focusing on optimal user experiences and increasing client's online presence and customer engagement.
 - Thrived in the fast-paced agency environment, meeting project deadlines and maintaining high-quality design standards.
 - Played a key role in creating brand identities, including logo design, color palette, and style guides, ensuring consistent and cohesive branding.
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Skills

Design

- User Experience, User Interface, Product, User Research, Visual, User Testing, Usability, Interaction, Wireframing, Prototyping, Responsive, Web, Mobile, Accessibility, Branding

Tools

- Figma, Sketch, Adobe XD, Photoshop, Illustrator, InDesign, Invision, Unity, Unreal Engine, Framer

Code

- HTML5, CSS3, SCSS, React, JavaScript, jQuery