



JAMES BRADFORD / UX ENGINEER

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WORK EXPERIENCE

UX Designer III – Pacific Northwest National Laboratory

Nov 2019 – Present · 4 yrs 5 mos · Hybrid, Seattle, WA

- Contributed to the production and delivery of more than 20 React-based web applications (4 as Team Lead) for federal government agencies in the domains of: energy infrastructure, national security, cybersecurity, and public health.
- Created an extension to an existing open-source React component library to enable theming and developed a matching Figma component library.
- Promoted the use of the design system to streamline collaboration between designers and developers across projects.

UX Engineer – REI

Contractor: Jul 2019 – Oct 2019 · 4 mos · Kent, WA

- Contributed to REI's Design Systems team to enhance UX consistency across digital platforms.
- Developed tools and processes to improve collaboration between designers and developers.

UX Engineer – Microsoft

Contractor: Apr 2019 – Jun 2019 · 3 mos · Bellevue, WA

- Performed UX Design and UI Development on a v1 pilot program for Microsoft's GeoSpatial team using Adobe XD, React, Redux, and the Fluent Design System.

UX Designer & Engineer – Autonomous Solutions

Mar 2015 – Jun 2018 · 3 yrs 4 mos (Junior: 2yrs, Senior: 1yr 3mos) · Logan, UT

- Led a small UX team in designing Mobius, an enterprise application for remotely commanding autonomous vehicles.
- Performed an extensive UX audit of existing software resulting in a formalized a design system to standardize UI and interaction models.
- Developed UI for a WPF/C#/XAML Windows 10 app and Angular web apps.

Product Designer – Bestway Global

Jul 2013 – Jan 2015 · 1 yr 7 mos · Shanghai, China · Phoenix, AZ · Phuket, Thailand

- Contributed to design, prototyping, and consumer testing research of new market-ready items for Bestway's summer product line of inflatable toys.
- Produced product designs, branding, and packaging for over 200 items.
- Photographed more than 500 products over 3-months in Arizona and Thailand.

PERSONAL PROJECTS

Plugins: Open-source plugins for Figma (5k u), Adobe XD, and Wordpress (50k u).

AvyMap: An app prototype to visualize avalanche danger on a map

DESIGN SKILLS

UX Research

Personas, Interviews, Usability Studies, User Story Mapping

UI Design

Layout, Interaction, Typography, Iconography, Color, Data Viz

Information Architecture

Ontology, Design Systems, Sitemaps, User Flows, Visual Hierarchy

Prototyping

Interactive Mockups, Wireframes: Low & High Fidelity

DEV SKILLS

Web Fundamentals

HTML, CSS, Typescript, node, npm

Web Frameworks

React, Angular, D3.js, Mapbox-gl, Framer, Next.js, Wordpress

ADDITIONAL

Project Leadership

Tasking, Timelines, Prioritization, Mentorship, Establishing MVP

Mockup & Dev Tools

Figma, FigJam, VS Code, Adobe Creative Suite

EDUCATION

The University of Georgia
2009 – 2013 / Athens, GA
BFA Graphic Design