Jordan Jalles
Experience Designer

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812.309.8296

Education

M.S. of Human-Computer Interaction Design
Indiana University Bloomington | Aug. 2013 - May 2015

B.S. of Informatics, Minor in Digital Art
Indiana University Bloomington | Aug. 2009 - May 2013

Work Experience

UI/UX Designer
Sciforma Dec. 2015 – Current
- Designed user flows and high fidelity interfaces using sketch
- Prototyped motion design in Keynote and AfterEffects
- Collaborated on the creation of Sciforma's design framework

UI/UX Developer, Lead Instructor
Knodemy Aug. 2015 – Dec. 2015
- Developed/designed next version of website in bootstrap.js
- Designed programming curriculum for HTML/css and Python

Associate Instructor
School of Informatics and Computing Aug. 2013 – May 2015
- Taught fundamental programming concepts to undergraduates
- Debugged 350 (and counting) student programs

Design Intern
LexisNexis | iLabs   May 2014 – Aug. 2014
- Prototyped interactive motion UI concepts (patent pending)
- Visualized user behavior data in Tableau
- Iterated graphic elements using Axure

Robotics Research Assistant
R-House   June 2013 – Aug. 2013
- Designed live display and control interface for a research robot
- Programmed motion control using iRobot create open interface
- Practiced team programming with version control software

Game Design Intern
Studio Cypher   Aug. 2012 – Aug. 2013
- Designed a game for the internet Flash platform
- Studied and documented interesting game mechanics
- Prepared and executed a complete development schedule

Methods
Affinity Diagramming
Brainstorming
Cultural Probe
Critique
Personas
Prototyping
Sketching
Storyboarding
Usability Testing
Wireframing

Tools
Adobe Flash
Adobe Illustrator
Adobe Photoshop
Arduino
Axure
Keynote
Sketch
Maya

Programming
ActionScript3
Bootstrap
C/C#
HTML/css
Java
JavaScript
Processing
Python2.7-3.2

Interests
Ballroom Dance
Bio Inspired Computing
Music Theory
Videogames