

JACOB E. SCARANI

UX DESIGNER

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EDUCATION

B.S. Human Centered Computing

Rochester Institute of Technology
Rochester, NY, USA
Minor in Japanese

Study Abroad

Nanzan University
Nagoya, Aichi, Japan

EXPERTISE

- UX Design
- Product Design
- Interaction Design
- User Research
- Usability Testing
- Wireframing
- Prototyping
- WCAG Compliance

TECHNICAL/SOFTWARE

- Figma
- Sketch
- Adobe XD
- Adobe Illustrator
- InVision
- Miro
- HTML
- CSS
- JavaScript

LANGUAGES

- English - Native
- Japanese - Conversational

Experience

Cobblestone Software, Lindenwold, NJ

11/2023 - Present

Contract, vendor, and e-procurement management software, SaaS.

UX Designer

Design

- Create new designs in Adobe XD and Figma for the company's flagship product, Contract Insights.
- Collaborate with Sales and Integrations to gather user feedback and make improvements to the user experience.

BUXTON, Fort Worth, TX

6/2022 - 10/2022

Retail Customer Analytics, SaaS

Product Designer

Design

- Worked within the company's product team to design several new products for stakeholder review and eventual public release.
- Utilized Figma to create wireframe deliverables and finalize existing designs.

Design System

- Helped centralize design system in a singular ecosystem to create a more cohesive design system going forward with new products.

LENELS2, Pittsford, NY

6/2021 - 12/2021

Advanced physical security solutions, access control, video surveillance and mobile credentialing.

UX Designer Co-op

Design

- Worked within a continuous delivery environment on a team of designers and developers.
- Collaboratively engaged with stakeholders from project management, engineering, security, and UX to deliver features and functionality for an all-in-one cloud-managed security solution called Elements.
- Led the design process from start to finish for a new guest access feature for Elements. Collaborated to negotiate functional requirements and visualized deliverables for presentations and communications with stakeholders.
- Pitched and ideated a new lockdown feature using rapid prototypes, and designs to facilitate conversations among product management and stakeholders.

Research

- Wrote testing script, created designs, and conducted AB testing for a video security solution. Utilized ProtoPie for its deep interaction capabilities and published results to confluence.
- Wrote script and conducted user interviews for internal use. Published results to confluence, presented them to stakeholders, and provided next steps.

Design System

- Migrated component library from Sketch to Figma.
- Maintained and evolved design system in Figma by adding missing components and recreating existing components in a way that's more consistent and usable to designers.
- Created dark mode variations of design system components.