

# JACOB E. SCARANI

## UX DESIGNER

**Phone:** (610) 757-5626

**Email:** jacobscarani@gmail.com

**Linkedin:** <https://www.linkedin.com/in/jescarani>

**Portfolio:** <https://jacobscarani.me>

## EDUCATION

### Rochester Institute of Technology

Rochester, NY, USA

**Major:** Human Centered Computing

**Minor:** Japanese

**Bachelor of Science - 2021**

### COURSES

- Prototyping And Usability Testing
- NMD Interactive II
- Design For Accessibility
- Research Methods II
- Geographic Visualization

### Nanzan University

Nagoya, Alchi, Japan

**Study Abroad - 2019**

## EXPERTISE

- UX/UI 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

### BUXTON, Remote, USA

6/2022 - 10/2022

*Retail Customer Analytics, SaaS*

#### Product Designer

##### Design

- Wireframe and conceptualize new products.
- Design final designs for development handoff.
- Design responsive web experiences.

##### Design System

- Work within an existing design system to build scalable, reusable, and interactive components.
- Evolve and maintain design system UI guidelines.

### LENELS2, Pittsford, NY, USA

6/2021 - 12/2021

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

#### UX Designer Co-op/Intern

##### Design

- Designed for an access control security solution called Elements.
- Designed an experience for a guest access solution using Figma and ProtoPie.
- Conceptualized an experimental lockdown feature with a mobile shortcut for PO and PM review.

##### Research

- Conducted AB usability testing for video security solution with a ProtoPie prototype and existing UI.
- Conducted user research for the QA team to determine areas of improvement for the QA lab.

##### Component Library

- Migrated component library from Sketch to Figma.
- Maintained component library throughout the duration of the co-op.

## Additional Experience

### TAMAGO-DB, Tokyo, Japan

6/2019 - 8/2019

*Multilingual, multicultural cloud based platform with modern global recruiting practices.*

#### Front-End Developer Intern

- Refactored code for data analytics page with charts originally configured using a legacy Google Charts library with a more modern C3.js library.
  - Used Laragon as a local deployment environment.
  - Updated designs in a Symfony 3 codebase using HTML, CSS, and JavaScript.

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## HOBBIES

- Video Gaming
- Hiking
- Photography
- Guitar

## Projects

### JRCS Command Task

**Description:** A feature for the JRCS Command application that warns captains and officers on ships of impending collisions with other ships.

**Steps:** Problem Evaluation > Sketches > Lo-Fi Wireframes > Hi-Fi Wireframes

**Published:** 2022

**URL:** <https://jacobscarani.me/project/jrcs/>



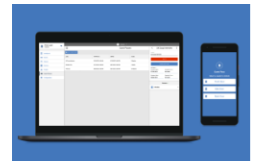
### Guest Pass

**Description:** A guest access feature for an access control security solution called Elements that I Designed during my time at LenelS2. This feature allows customers to provide visitors and guests a way to enter their building without assigning them a credential or keeping somebody on stand-by.

**Steps:** Problem Evaluation > Lo-Fi wireframes > Hi-Fi Wireframes > Animations

**Published:** 2021

**URL:** <https://jacobscarani.me/project/guestpass/>



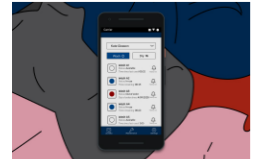
### Laundry - Mobile App Prototype for Laundry Rooms

**Description:** App prototype for community laundry rooms that makes the experience easier and friendlier. This app would allow users to know when certain machines are available, in-use, and out of order. Additionally, it would make it easier for users to report issues with laundry room facilities.

**Steps:** Lo-fi Wireframes > Usability Testing > Hi-Fi Wireframes > Usability Testing

**Published:** 2020

**URL:** <https://jacobscarani.me/project/laundry/>



### Magic The Gathering Vending Machine UI

**Description:** Prototype UI for vending machine that allows customers of trading card shops to buy and sell common and uncommon cards from the popular trading card game, Magic The Gathering. This vending machine could relieve some of the burden of trading card shop attendants when dealing with many customers.

**Steps:** Sketches > User Flow Diagram > Lo-Fi Wireframes > Style Guide > Hi-Fi Wireframes > Prototype

**Published:** 2018

**URL:** <https://jacobscarani.me/project/mtg/>

