

Jamison Wieser

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USER EXPERIENCE + INTERACTION DESIGN CONSULTING

PROFILE

Jamison Wieser is a seasoned user experience and interaction designer with 20 years of experience across a wide range of industries and extends to all phases of the design process from start to launch.

Design concepts to completed wireframes, schematics, or other UX deliverable is Jamison's sweet spots, but to do so effectively he usually works closely with team members and contributes through all phases of the design process.

He works with researchers to structure, run tests and interview customers, evaluate the results, and present the findings. He works with the product team, engineers, developers, marketing to make sure the project will not just check off the objectives and requirements, but truly understand meet the needs and capabilities driving the project. Depending on the project, he can do some of the visual design work as well.

CORE COMPETENCIES

Web & Mobile
Workshopping
User Research
Information Architecture

Strategy Content
Product Concepts
Task Analysis
Interaction Design

Strategy Goals
Cross-platform
Brand/Property Consolidation
UX Design

KEY DELIVERABLES

Project pitches
Competitive audits
Design workshops
Feature prioritization
Design pattern libraries

Usability audits
Research plans and surveys
Task flow diagrams
Site maps
Prototypes

Roadmaps
Actionable research findings
Establish design principles
Wireframes
Documentation

CLIENTS

Ubisoft
Western Union
Intuit
Climate Corporation

Autodesk
Sutter Health
Google
Yahoo!

LiveJournal
Hot Studio
Catalyst Innovation Partners
Six Apart

PORTFOLIO

A current portfolio of my launched work is available at: [linkedin.com/in/jamisonwieser/](https://www.linkedin.com/in/jamisonwieser/)

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SELECT WORK

UX DESIGNER, CLIMATE CORPORATION 2019-2020

Over nearly 2 years I worked on a variety of design projects to improve the company's existing digital farming software tools and working closely with the product management team to design, prototype, and test next-generation product concepts.

UX DESIGNER, CATALYST INNOVATION PARTNERS FOR UBISOFT 2016-2018

Over the course of 2 years, worked with the leading game company to redesign their entire network of sites, beginning with extensive stakeholder and customer interviews, leading workshops, and began with a completely redesigned and repositioned their blog as the official "Ubisoft News" channel and built on a new infrastructure to allow localization. The next stage was the development of a new home page from scratch, with extensive customer research and testing to make sure we never lost sight of customer needs in the process of working with stakeholders across the company.

UX DESIGNER, HOT STUDIO FOR WESTERN UNION 2011-2012

UX lead for redesign of West Union's global portal and process of sending and receiving money. My work involved customer interviews and usability testing, research and competitive audits, leading to a concept for a simple and universal four-step process which would for any of the 140+ countries they offer service in.

UX DESIGNER, TANGIBLE UX FOR VARIOUS CLIENTS 2009-2016

Content Strategy and UX/UI design for multiple clients. Roles and tasks have included:

- Usability and user testing
- Task flows and task analysis
- Usability and user testing
- Pattern library creation
- Documentation and peccs
- Led brainstorming activities
- Content strategy
- Wireframes and sitemaps
- Prototyping
- Responsive Designs

Prior to 2010, I worked full time in a number of design roles covering 100s of projects of varying scales from a few days for a year.

INTERACTION DESIGNER, SIX APART 2004-2009

Joining as only the third designer, Six Apart was growing from a startup to one of the dominant blogging software makers and owner of one of the first social networks. Led the design of new features and later a complete redesign of our hosted blogging services. Some

highlights:Redesign and relaunch of our flagship TypePad redesign project. Working with not just the product manager and stakeholders, but also interviewing customers, and talking with support about top issues in order to address and, better still, prevent common problems and pain points from even happening during a complete overhaul of the application's design.

Lead designer of Vox.com, working with the product from kickoff to design a new "web 2.0" blogging service that incorporated social networking aspects, including "friend" and "family" circles.

Redesigned interface of TypeKey, a universal sign-on/authentication system, which was originally designed for our developer audience, but grew into a tool used by all our services as a way to verify the identity of commenters. Since users would be coming from possibly any site on the web to sign in, our service needed to be simple to understand, not just for users registering or signing in, but also explain the identity was portable to other participating sites as well. This included working with the OpenID community to develop a consistent sign-in process.

USER INTERFACE DESIGNER, AOL/NETSCAPE 2001-2004

Work in both lead and supporting roles designing products under the Netscape and AOL brand names from early concept phase through product launch, included web applications and Windows and Mac OS X software clients. My design work included early task analysis and development of user task flows, both for product brainstorms and even when they were not required used task flows for my own design process to identify the core and non-core task of a user to design accordingly. Worked closely with usability team to build and test prototypes and refine designs as early as possible.

Products worked on include, Netscape Network (a redesign and relaunch of netscape.com), Netscape Browser, AOL Instant Messenger, AOL's next-generation mail and instant messenger client for Mac OS X, Love@AOL (romance/dating section), AOL Wallet (shopping/transaction infrastructure used for purchases within AOL, AOL's shopping section and many partner merchants), AOL Bill Pay and my own experience keeping a blog became valuable when working on AOL's blogging product AOL Journals.

DESIGNER, GO NETWORK/INFOSEEK (DISNEY) 1999-2000

UI designer for web applications (including yellow and white pages, translator, and maps) for the GO.com portal as well as web-enabled phones, and a number of internet-enabled applications for PalmOS with an emphasis on maintaining a consistent feel across GO.com web sites as well as wireless devices where interfaces and interaction methods varied widely. Worked closely with other designers, HTML coders, engineers, programmers, producers, and product managers on a daily basis. Worked on the redesign of GO.com web portal with consulting firm Razorfish.

In addition to working as both a UI and visual designer, during the relaunch of GO.com, I built a team of HTML designers and was responsible for the production of HTML on the portal. Because my experience in the company included interface development as well as visual and interface design, I served as the main point of contact between design and the rest of the

company. And as a member of Portal Imagineering, served to envision and develop the next generation of portal products and services, including broadband products, flash and DHTML implementations.

EDUCATION

WEST VALLEY COLLEGE, SARATOGA CALIFORNIA — LIBERAL ARTS AA, 1999

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