

Jason C Muxlow

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Experience

Senior UX/UI Designer — 5S Technology

January 2021 - Current

- Sole designer for B2B SaaS product with national pilots union client
- Reduced key end user workflow time by 33% YOY through strategic redesign of admin tools; Achieved 53% improvement over 2022
- Built design system in Figma for consistency, rapid design, and prototyping
- Led product development team that defined new products
- Orchestrated rebrand efforts with external design firm

Senior UX Designer — Spiceworks

April 2017 - August 2019

- Led design of Project Planner experiment to test new business opportunities
- Designed enterprise user management system for a new suite of vendor tools
- Routinely conducted user interviews and collaborated on synthesis
- Collaborated with in-house SEO expert to improve search

UX Designer — Volusion, Inc. / Kibo Software

January 2015 - April 2017

- Worked on enterprise e-commerce platform admin tools
- Defined features with product managers, and provided user flows, wireframes, and mockups
- Began on the Catalog team (products, catalog, categories, etc.), and ended on Catalog, Commerce (orders, storefront, customers), PX (integrations) and DX (holistic design) teams
- Revamped how we stored and backed up files, organized 3 years of past work, rebuilt our team area in Confluence, and instituted workflows for sharing work w/ PdMs & developers

UX Designer — Caxy Interactive

February 2011 - January 2015

- Joined as a web developer and worked exclusively on PHP/MySQL projects for two years before transitioning to a UX/UI role
- Worked closely with developers and designers to perform a variety of UX, information architecture and requirements analysis duties
- Took on aspects of the product owner role
- Acted as scrum master role for my team when our shop adopted Agile

 More experience on LinkedIn: <https://www.linkedin.com/in/jasoncmuxlow/>

Skills & Tools

- Figma, Sketch, Balsamiq
- Adobe Photoshop, Illustrator, and InDesign
- Wireframes & prototypes
- User interviews and other research methods
- Maps & flows
- Problem definition
- Market research
- Agile, Scrum, Kanban
- Miro, FigJam, Confluence
- Bonus:
 - Print design
 - Audio recording & editing

Statement

I am a seasoned UX/UI designer specializing in enterprise experiences. I do my best work tackling complex B2B problems with a high-functioning scrum team. Let's build tools that help people work smarter, faster, and more efficiently.

Education

Center for Creative Studies,
Bachelors Degree

Important

Please use my full name, "Jason C Muxlow" when doing a Google search. Using only my first and last name will pull up a different person.