

Jonathan M. Hatley

UX Designer



www.jonathanmaxlinohatley.com

Bemaxhat@gmail.com

214.7245635

Experience

John Deere | Contract User Experience Designer

May 2021 - Present. Dallas, Texas (remote)

Fabricated new display as well as visual designs that connected new display with John Deere's brand along with aging construction product. Re-think and work interaction flows during design sprints. Manage multiple projects throughout the design process.

Illumina | Interaction Design Intern

April 2021 - May 2021. San Diego, California (remote)

Developed new interfaces along with highlighting/modifying interactions to better serve geneticists when interacting Illumina's Trusight Suite software. Helped devise research plans to obtain data as well as drive design decisions towards better case comprehension. Obtained new skills while volunteering with Girls who Code as well.

Georgia Tech | INDD Teaching Assistant

Aug 2020 - May 2021. Atlanta, Georgia

Assisted 78 students with a variety of questions regarding Sketching and model-making projects and concerns with sketching abilities. Created assignments as well as helped teach lectures regarding new concepts.

Hubbell Lighting | Industrial Design Intern

June 2020 - Aug 2020 Greenville, South Carolina

Build a web-based product configuration tool that allows consumers to customize & organize a multitude of spatial along with physical characteristic to create layouts for future customers of Hubbell Lighting Products.

Global State Mortgage | Graphic Design Intern

May 2018 - Aug 2018. Greenville, South Carolina

Designed a variety of holiday as well as branding related cards & flyers. Shot and edited photos for business cards and web presence to modernize the company brand.

Education

Georgia Tech | MS Industrial Design

Aug 2019 - May 2021. Atlanta, Georgia

Iowa State University | B.Industrial

Aug 2015 - Dec 2018. Ames, Iowa

Skills

Design: Digital & Physical Concept Sketching | 3D Modeling | Wireframing | Style & Color Guides | Vector & Iconography | Video Editing

Prototyping: Low - High Fidelity Prototyping | 3D Printing | Soldering & Arduino | Laser Cutting | Model Casting

Research: Task Analysis | Personas | User Flows | Site mapping | Qualitative & Quantitative Research methods | Survey & Data Analysis | A/B & User testing

Collaboration: Organizing & Assisting Workshops | Adaptive | Facilitates Design Review | Empathetic | Communicative | Creative | Communicative

Tools

Adobe Creative Suite: After Effects | Dreamweaver | InDesign | Illustrator | Photoshop | Premiere Pro | XD

3D Modeling: SolidWorks | Rhino

Rapid Prototyping: Balsamiq | Figma | Framer | Invision | Processing | Arduino | Sketch

Research: Mural | Mirio | Jira

Web Development: HTML5 | CSS