Jacqueline Sullivan

www.sullivanjdesign.com

USER EXPERIENCE/PRODUCT DESIGNER
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EXPERIENCE

Product Designer, Chewy
Sept 2021 - Nov 2023
Designed user experiences across Chewy's Pet Health products with consideration to the needs of pet parents and business goals. Collaborated with other designers, engineers, product managers, marketing, and stakeholders to determine the future of telemedicine products. Worked in process of ideation, research, prototyping, and handing off final screens for development.

UX/UI Designer, Waters Corporation
June 2019 - Sept 2021
Working within an agile Informatics team researching, designing, prototyping and testing interactive cutting edge scientific software screens based on UI Guide branding and input from research, government criteria, user needs and Project Owner specifications. Encouraging company-wide communication and increasing productivity through better collaboration tools and processes. Creating user interface designs from inception as well as adjusting existing interfaces and prototypes collaboratively.

User Experience Design Certificate, General Assembly
Nov 2018 - Feb 2019
400+ hours immersive course taught by industry professionals. Learned research methods, synthesizing data, user goals, wireframing, agile software development, product management, prototyping, usability tests.

Freelance UX/UI & Graphic Designer, SullivanJDesign
Pawtucket, RI - 2012 to present
Researching user needs to create websites for current businesses to increase traffic and effective promotional materials. Logos, branding, and advertisements for businesses and nonprofits. *Clients: Genetti Best Western Hotel, MG bodyworks, Next Level Event Design, Bike Cycle, DRP Remodeling, AllStar Cleaning.*

Graphic Designer, Whole Foods Market
Providence, RI – 2008 to 2018 | Boston, MA – 2005 to 2008
Hingham, MA – 2004 to 2005
Performed competitive analysis and used brand guidelines to create advertisements and signage for retail health store that exceeds more than $300 million annually. Trained other lead artists, creating design criteria for new and existing stores.

SKILLS

Empathetic Research
Wireframing
Creative Solutions
Usability Testing
Data Analysis
Prototyping

TOOLS

Figma
Adobe Creative Suite
   AdobeXD
   Illustrator
   Photoshop
Sketch
InVision
Axure
POP! by Marvel
Zeplin

EDUCATION

General Assembly
UX Design Immersive – 2019

RISD, Continuing Education
Advertising Design Cert. - 2015

MASS Art, Continuing Education
Web Design Courses – 2007

Maine College of Art
BFA Graphic Design – 2002

INTERESTS

Roller Skating
Bicycling
Hiking
Meditation
Earl Grey Tea
Marie Kondo