jonathan chan
ux + visual designer

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accomplishments

Morgan Stanley: Webby Award for morganstanley.com; P2P Payment app; proprietary software
Capital One Bank: T&E and vendor payment platforms
American Express: Compliance software application
Fitch Ratings: Interactive Infographics
Nielsen: Interactive sales tools and media kits

experience

SENIOR UX AND VISUAL DESIGNER, Accenture
January 2017-Present
Contract designer position working onsite at financial institutional client. In building out a new platform for the bank, I provide design leadership to the client's design team and executives, lead brainstorming and whiteboarding sessions, create wireframes and prototypes, and design explorations in an agile environment.

UX CONSULTANT AND VISUAL DESIGNER
July 2007-Present
Clients include American Express, Capital One Bank, Valtech, Deep Focus, Edelman, Fitch Ratings, Hotsnakes Media, and Scholastic

UX/UI DESIGN LEAD, Morgan Stanley
March 2015–September 2016
Worked directly with stakeholders across lines of businesses and executives to define the user experience; Responsible for designing functional and engaging digital assets for both internal and external audiences; Delivered world-class user experiences through the development of workflows, information architecture, sitemaps, wireframes, design patterns, and UI elements; Contributed to the visual design strategy for projects and ensure all product designs meet usability objectives, user requirements, and business goals.

UX DESIGNER AND DIGITAL ART DIRECTOR, Zeta Interactive
June 2015–October 2015
Contract position on the Noven account. Working alongside clients to understand their business goals and audiences, I led the design of the user experience and interface for two pharma sites.

ASSOCIATE ART DIRECTOR, Nielsen Business Media
January 2008–March 2010
Led the digital marketing strategies and creation of interactive media kits for a portfolio of over 30 brands, including Billboard, Adweek, and Hollywood Reporter.

SENIOR DESIGNER, Oxford University Press
March 2005–July 2007
Designed the company's first blog; UX/UI roles in creating interactive study and companion sites.

projects

Boardzees: UX/UI and Product Designer of a gaming and score keeping iOS app
WannaGo: Live music social network

skills

Sketch, Axure, Omnigraffle, Wireframes, Site Maps; Prototyping; User testing and personas; Creative Suite; Agile; Responsive websites; App design; HTML 5; CSS; JQuery

education

BA, Graphic Communications and Political Science, Seton Hall University
Continuing Education: General Assembly, UX Design and Front End Web Development; School of Visual Arts; Parsons School of Design