

Jon Jensen

PRODUCT DESIGNER



WHY ME?

As a Product Designer, my recipe is simple—Empathize, Define, Ideate, Prototype, Test, Rinse and repeat. I wear a lot of different hats, but overall my ultimate goal is to create the best user experience possible. Human-Centered Design Thinking is the foundation for how I work as a Product Designer and I feel strongly that every organization, whether for-profit or not, will thrive by focusing on how their users think, feel, and act.

CONTACT

Payson, Utah, USA

creativejensen.com/contact

SKILLS

Adobe CC	Journey Mapping
Figma/Sketch/XD	Site Mapping
Android Studio	Empathy Mapping
Xcode	Project Management
Fullstory	Hosting/DNS/SSL
Zeroheight	Interaction Design
Bootstrap	iOS & Android
Github	Product Strategy
JIRA/Confluence	Product Management
HTML/CSS/JS	Agile/Scrum
TailwindCSS	UX Design
React/React Native	Design Team Management
Usability	Career Path Management

WORK EXPERIENCE

TIME FRAME / POSITION

LOCATION

2021-PRESENT

LEAD PRODUCT DESIGNER at **Aptive**

Provo, UT

Revenue generating design. Leading design of Aptive's flagship sales and technician apps as well as the customer facing 'Customer Portal.' Managing design of 3 native mobile apps. Supporting 4 teams of developers. Created and shipped Aptive's first field service app being used by 2000+ technicians. Pioneered the creation and delivery of the company's first revenue-generating feature for field technicians, from inception to successful implementation, which resulted in **\$5.7 million** in additional signed revenue in the first year—more than doubling to **\$13.7 million** the following year.

2020-2021

UX TEAM MANAGER at **Impartner Software**

South Jordan, UT

Leading a team of talented product designers on multiple sub teams across a larger product team in building and maintaining a multi-faceted, industry-leading product in the PRM space. Creating, managing, and facilitating training of a new robust design system across multiple teams of designers, PMs, and developers. Establishing new standards of UX research and testing.

2019

SR PRODUCT DESIGNER at **BambooHR**

Lindon, UT

Lead Product Designer on the mobile team. Supported the seamless native iOS mobile product and created and maintained a native mobile design system. Worked with a team of talented iOS devs, QA engineers, and Product Managers across the Product team.

2015-2019

SR UX DESIGNER at **LDS Church Headquarters**

Salt Lake City, UT

UX Design for the Publishing Services Department. Worked on both web and mobile design teams. Helped to create and maintain a robust, cascading design system across a suite of mobile apps. Worked on many initiatives, campaigns, and products for the church Priesthood & Family, and FamilySearch departments.

2012-2015 - UX Designer at **DigiCert, Inc.**

2011-2012 - Graphic Designer at **Workfront**

2010 - Graphic Designer at **Entrata**

EDUCATION

BFA: GRAPHIC DESIGN

MINOR: BUSINESS ADMINISTRATION

Utah State University

Utah State University

Logan, Utah, USA

Logan, Utah, USA

2006-2010

2006-2010

DESIGN THINKING FOR INNOVATION STUDY

UTAH STATE UNIVERSITY / Summer 2010

Leysin, Switzerland

FOUNDATIONS IN DESIGN THINKING

IDEO-U / April 2021