

JESSICA MOCK

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EXPERIENCE **SmithMicro** / Product Designer

April 2021 – March 2022 (11 months)

External-facing Product Designer working with the company's biggest client, Verizon. Solved complex design problems around crash detection and feature enablement for the product's driving feature. Advocated for a design system and helped create a new design library with updated brand styling.

Avast / Product Designer

April 2018 – April 2021 (3 yrs)

Designed and delivered features for a parental control app with a focus on keeping families safe. Increased product's user retention and trial conversion rates. Worked closely with researchers, engineers and product managers. Validate wireframes with usability tests to ensure product brings optimal value to the users. Document and version designs for smooth handoff.

Apple / Contract Production Designer

June 2017 – December 2017 (7 months)

Created graphics for in-app content, app interface assets, user guides for Apple iOS in 40+ languages. Aid in UI development on in-house scripts used for deliverables and work flow management.

Bishop Peak Technology / UX/UI Designer

February 2017– June 2017 (5 months)

Designed an app to aid bus drivers which are now being used by transportation facilities. Translated complex data storage structures and turn them into intuitive experience on websites and interactive displays.

Mentor E Data / UX/UI Design Internship

February 2016 – May 2016 (3 months)

Developed UX/UI design for applications to help users improve driving. Clients included AARP Safe Driving, and Reliant General Insurance.

EDUCATION 2017 **California Polytechnic State University San Luis Obispo**

B.F.A. Art and Design, Concentration: Graphic Design

2015 **Chabot College**

A.A. Graphic Design

TECHNICAL ABILITIES

Research Methods	Motion Graphics	Figma
Wireframing	Visual Design	Sketch
Prototyping	Design System	Adobe XD
Usability Testing		After Effects