Jerrid Jones
UX/UI Designer

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Summary

A creative with 20+ years in film and television, now channeling my eye for detail and storytelling into UX/UI design. Skilled in user research, prototyping, and remote collaboration tools. My background as a sound utility taught me to observe carefully, listen deeply, and solve problems under pressure, skills I now bring to every user-centered project. With a passion for music, photography, and intuitive design, I'm seeking hybrid or remote roles where thoughtful design meets real impact.

Certifications & Training

- UX Design Immersive – General Assembly (2025)
- Figma Essential Training: The Basics – LinkedIn Learning (Mar 2025)
- UX Design Series (1–7) – LinkedIn Learning (Sep 2023) *Overview, Analyzing User Data, Creating Personas, Ideation, Scenarios & Storyboards, Paper Prototyping, Implementation Planning*
- UX Foundations: Interaction Design – LinkedIn Learning (Sep 2023)
- Sketching for UX Designers – LinkedIn Learning (Sep 2023)
- Planning a Career in User Experience – LinkedIn Learning (Sep 2023)
- Introduction to Career Skills in Software Development – LinkedIn Learning (Sep 2023)
- How to Talk to Anyone – LinkedIn Learning (Oct 2023)

Skills

UX/UI Design & Research Tools: Figma, Maze, Adobe Photoshop, OpenAI ChatGPT, Google Workspace, Slack, Zoom.
UX Research & Testing Skills: Usability Testing, Remote Usability Testing, User Research, Usability Research, User Interviews, Qualitative User Research, Software Testing, Heuristic Evaluation
UX/UI Design Process Skills: Prototyping, Wireframing, Interaction & Visual Design, Design Ideation, Design Thinking, User-Centered Design (UCD)
Collaboration & Soft Skills: Communication, Cross-functional Teamwork, Remote Collaboration, Problem Solving, Group Problem Solving, Practical Problem Solving, Human Problem Solving

Creative Work & Side Projects

- Published in Popular Photography Magazine; featured in The Complete Portrait Manual & Lensbaby: Bending Your Perspective
- Music Composition & Sound Design as part of creative interdisciplinary storytelling
- Self-taught in photography, sound design, and composition—showcasing curiosity and lifelong learning

Professional Experience

Freelance UX Designer (Remote / Hybrid) · 2025 – Present
- Conducted end-to-end UX projects (research, usability testing, wireframing, prototyping) for education, music, and creative-tool apps
- Synthesized findings and implemented usability improvements, boosting task completion by 25% (tracked via Maze)
- Collaborated remotely with stakeholders using Slack, Zoom, and Figma

Film & TV Sound Utility · Netflix, Lionsgate, Hulu, NBC, ABC · 2012 – Present
- Solved on-set technical challenges under pressure, supporting 300+ production days with zero audio delays
- Partnered with directors and crews to deliver consistent quality, enhancing team coordination and workflow
- Managed logistics and tech planning, balancing creative demands and equipment accuracy

Supervising Sound Editor, Mudbrick Media · 2005 – 2012
- Led sound teams across multiple productions, aligning audio deliverables with creative vision
- Coordinated with cross-functional teams through pre-production, production, post-production to final delivery

Warehouse & Sales Associate, Mark Fasteners & Manufacturing · 1995 – 2005
- Oversaw inventory, customer account management, and order processing
- Generated new business through proactive outreach and optimized customer communications