

JULIAN DAVIS

julian-davis.com
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ABOUT

Recent graduate designing to create intuitive and engaging user experiences. Skilled at empathizing with users and finding insights to solve complex problems. Seeking UX and product design roles.

SKILLS & SOFTWARE

PROTOTYPING

Wireframing & prototyping with Figma, Adobe XD, Miro.

VISUAL DESIGN

UI graphics and digital art with Photoshop, Illustrator, Clip Studio Paint.

USER RESEARCH

Interviewing, surveys, usability testing, participatory design.

GAME DEVELOPMENT

Game creation with Unity and C#. iOS development with Xcode and Swift.

GENERAL

Web development with HTML/CSS. Version control with Git. Collaboration, communication, creative problem solving, empathy, attention to detail, self-learning.

ACADEMIC BACKGROUND

M.S. HUMAN-COMPUTER INTERACTION

Sep. 2021 - Dec. 2022
University of California, Santa Cruz

B.S. (HONS) GAMES DESIGN

Sep. 2017 - Jun. 2020
Bournemouth University

KEY PROJECTS

UX DESIGNER CAPSTONE PROJECT | MASTERCARD

Sep. 2022 - Dec. 2022
Conducted user interviews with employees. Provided insights for a B2E productivity tool. Communicated and collaborated with Mastercard stakeholders to hand off design deliverables.

UX DESIGNER CAPSTONE PROJECT | TRUIST FINANCIAL

Apr. 2022 - Aug. 2022
Conducted user research on underserved populations in regard to digital equity. Provided design recommendations for Truist initiative, The Home Page Program.

UNDERGRADUATE DISSERTATION

Oct. 2019 - May 2020
Conducted literature review on correlations between UX and controls in mobile games. Developed an iOS game prototype influenced by literature review findings.

ACHIEVEMENTS

Completed freeCodeCamp.org Responsive Web Design Certificate.

Recipient of the Bournemouth University Academic Excellence Scholarship.