



# JASON GAMBER

## UI DESIGNER



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Alkmaar, NL

UI designer with an illustration and graphic design background. Main focus points are solutions to problems that are also inspirational and visually effective. Fulfilled client needs with skills at branding, prepress layout and conceptual illustration. Looking to combine those proficiencies into compelling UI design.

### Portfolio

[www.jasongamber.com](http://www.jasongamber.com)

### LinkedIn

[www.linkedin.com/in/jason-gamber/](http://www.linkedin.com/in/jason-gamber/)

### Behance

[www.behance.net/Jasongamber](http://www.behance.net/Jasongamber)

## SKILLS

UI / Visual Design  
User-Centered Design  
Wireframing  
Prototyping  
Branding / Logo Design  
Web Design  
Style Guides  
Iconography  
Typography  
User Personas  
Usability Analysis  
User Research  
Storyboarding  
UI Animation

## TOOLS

Adobe XD  
Photoshop  
Illustrator  
Indesign  
Figma  
Sketch  
Invision

## EDUCATION

### Career Foundry

2021

Intensive UI/UX Design program, all project-based training with a focus on UI Design Animation. Project is featured on Career Foundry Website.

### Portland Community College

2019

Auto CAD Program - CAD and CAD Inventor tech program with a focus on technical drawings and designs.

## PROJECTS

### UI Immersion Project

Bike Breeze App . 10/21

[See Project](#)

Designed a list app for cyclists that helps the user develop custom lists specifically for all types of bike rides.

- Developed the UX parameters including user personas, user testing, Jobs To Be Done and MVP.
- Followed through with UI design from scratch into a fully functional app mock-up ranging from low to hi-fidelity wireframes.

### UI Immersion Project

Civis App . 9/21

[See Project](#)

Created an app for urban exploration that mimics the same experience as a hiking app.

- Imagined the user interface design which includes user flows, wireframes, prototyping and polished interface.
- Researched user experience which entails user testing and analysis, Jobs To Be Done, success metrics and MVP iteration.

## PROFESSIONAL EXPERIENCE

### Freelance Graphic Design / UI Design

Self Employed . Portland USA / Alkmaar NL . 07/13 - present

- Delivered creative solutions to enhance projects and business identities for companies such as Apex and their unique fitness model approach.
- Reworked branding guidelines for clients including logos, color selection and mock ups.
- Using digital and traditional illustration skills to develop asset libraries, bring about motivation and curate some inspiration.

### Visual Designer

Creative Adventure Concepts . Remote . 11/19 - present

- Created the elements, subject matter and style guides to build the proper imagery for healthcare installations.
- Using graphic design and illustration techniques to bring about the artistic styles and themes to establish better patient experience.
- Completed design duties, built digital asset libraries and print ready files.

### Graphic Designer / Image Editor

Henco Corp . Asheville USA . 11/15 - 04/17

- Showcased finished presentations to customers through feedback, iteration and prototyping.
- While working with a production team, we took original artworks and recreated them onto archival paper with Adobe software.