Josh Greaves

UI/UX Designer

Summary

Flexible and articulate designer with over two years of professional design experience working for an international company on multi-national teams. Designed and shipped a web learning app while working largely independently. Created both customer facing and internal tools; interacting directly with product managers and development leads. Deeply passionate about accessibility and user centric design.

Experience

Amway Global - UI/UX Designer (Sept. '22 - Present)

- Designed, and maintained a global web app; created for the purpose of educating Amway's users. Continued to support the web and native versions of the app after its release.
- Gave a voice to our internal sales-account team via a 3 month user research process; culminating in an interactive user journey map which follows a monthly cadence of work. This led to a better internal understanding of our teams and how the company can better support them and their work.

Amway N. America - UI/UX Intern (June '22 - Sept. '22)

- Remotely performed interviews with users from 7 different countries. Redesigned and prototyped a major internal financial tool using the user research data I gathered.
- Presented designs and prototypes to stakeholders and executives.
- Prepared demonstrative videos for the board of directors.

Tools & Skills

UI/UX: Figma, Component Creation & Design System Usage, Personas, Wireframes, User Flows, User Research, Interaction Design

Research: Interviews, Regression, Usability, Functional Testing, Bug Tracking, Test Plans, Analysis

Other Tools: Adobe Creative Cloud, Google Suite, MS Office, Jira, Trello, Redmine

Other Skills: Agile Methodologies, Documentation, Interdisciplinary Work, Problem Solving, Remote Work & Communication

Contact

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Education

Champlain College, Burlington VT

Bachelor of Science Degree
Game Design, May 2019 (3.4 GPA)