

# Jake Rae

Senior Product Designer

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## TOOLS & SKILLS

Design Thinking  
User Research  
User/Client Interviews  
Sketching & Ideation  
Information Architecture  
Wireframing & Prototyping  
Usability Testing  
Iteration

Sketch  
InVision  
Adobe Creative Suite  
Mobile, Web, & Print Design  
Conversant in French

## EDUCATION

### Developing Emerging Leaders (DEL) through Alaska Air Group

Graduated June 2018  
Project focus on Ancillary Revenue  
Opportunities

### Seattle Central Creative Academy at Seattle Central Community College

Graduated June 2008  
Graphic Design and Illustration Program

### 80 Works for Designers

June 2009 – August 2009  
11 week course where I participated in  
and completed 80 projects of which  
some were selected and published in  
Creative Workshop.

### School of Visual Concepts

August 2012 / Dec. 2006 – June 2006  
UX Design  
Graphic Design

### University of Washington

Graduated June 2004  
BA's in Film Studies with Honors,  
Comparative Literature, and French

### Université de Montpellier III – Paul Valéry (France)

Fall 2003 – Spring 2004  
Literature, Film Studies, and French

## EXPERIENCE

### Unearth Technologies, Seattle, WA

Senior Product Designer  
March 2019 – Current

Collaborate with all groups within the company to lead our mobile team in building a next-generation GIS solution allowing users to capture, visualize, and share their geo-located data in ways that have not yet been available to them.

### Alaska Airlines, Seatac, WA

Senior Product Designer | Mobile & User Experience Team  
February 2016 – February 2019

Collaborate with developers, business stakeholders, other designers, and users to create a variety of mobile and web-based enterprise products focused on airline operations and employee benefits.

### UpTop, Seattle, WA

UX Designer  
February 2015 – February 2016

Work directly with a variety of clients throughout the design process from the discovery phase, through the ideate and design phases, followed by testing and iteration to create more refined solutions.

### Big Fish Games, Seattle, WA

UX/UI Designer  
October 2012 – February 2015

Create highly usable interfaces across multiple devices and platforms to improve ease-of-use for users that support business goals.  
Work directly with project managers, developers, and engineers to develop business decisions by providing wireframes, comps, and prototypes.

### Nordstrom Direct, Seattle, WA

E-Commerce Designer  
April 2012 – October 2012

Lead on Contemporary, Designer, and Wedding stores on Nordstrom.com.  
Work directly with copy editors, business teams, and project managers on promotional campaigns from beginning to end.

### Knoq.com, Seattle, WA

Graphic & UI Designer  
December 2011 – November 2013

Art Direction and all around design support for start-up company.

### Amazon, Seattle, WA

Graphic Designer | VXD (Visual Experience Design) Team  
July 2008 – February 2012

Art Direction over seasonal and holiday style guides for global application.  
Work within Amazon's brand to ensure a cohesive and consistent experience.  
Consult with site merchandisers on look and feel of individual store pages.  
Create and maintain internal team blog.

### Publicis Consultants | PR, Seattle, WA

Creative Intern  
January 2008 – July 2008

Work directly with Art Director and Graphic Designer to create promotional material for national and international clientele.