

Adam Jordan Miller

Portfolio: www.adamjordanmiller.com

LinkedIn: [linkedin.com/in/adamjordanmiller](https://www.linkedin.com/in/adamjordanmiller)

adamjordanmiller@gmail.com

(514) 717-9447

Overview

Securing a UX Design position focusing on applying research to create meaningful solutions for users. My driving force is understanding people, having empathy towards the difficulties they are presented with, and helping them find solutions.

Toolkit

Adobe Photoshop CC, Adobe Illustrator CC, Figma, Sketch, Invision, Jira, Adobe After Effects, Autodesk Maya 2021, Quxel Suite, Crazy Bump, Zbrush, Xnormal, Marmoset Toolbag 2, fluent in Mac and PC.

Focused on

Graphic Design, User Experience Design, User Interface Design, Research, Branding, Wireframing, Communication, Photography, Photo Editing, 3D Modeling.

Languages

English, French

Education

3D Modeling

2017 – Online course
(3D Mold Academy)

3D Art and Animation

2014- 2016 – ACS
(CDI College)

Publication Design & Hypermedia Technology

2009 – 2012 – DEC
(John Abbott College)

Professional Experience

Lightspeed – UX/UI Designer

February 2022 - January 2023

Collaborating with designers, programmers and content writers to further enhance our designs.

More specifically, taking a leadership role to gain a better understanding of the context. Then, facilitating meetings to increase workflow efficiency. Finally, critically evaluating final results based on metrics.

Tussly – UX Designer/Coordinator

August 2018 - August 2020

Sole UX/UI Designer during the infancy of Tussly. Building and evolving the core framework and artistic design with both founders.

Using a UX-first approach to design the app and responsive website. Researched and created wireframes with functional requirements to assist in its next evolution.

Designing the main artistic components by establishing a brand identity and developing UI elements that would assist the Website and App.

Overseeing the growth of outsourced projects and assisting the design and development team via Jira. Discussed budgetary constraints and established core needs for the product's viability.

5th Wall – Video Editor & 3D Modeler Intern

April - August 2016

Responsible for creating the company showreel along with other 3D side contracts.

Created 3D modeled assets for 50 Shades of Gray and the Montoni Project.

References available upon request