Adam Jordan Miller

Portfolio: **www.adamjordanmiller.com**

LinkedIn: linkedin.com/in/adamjordanmiller

adamjordanmiller@gmail.com

(514) 717-9447

Overview

Seeking a Senior Design position to apply extensive research and user-centered methodologies, creating impactful solutions. With empathy for user challenges, I aim to craft innovative designs that address pain points and deliver meaningful experiences.

Toolkit
Adobe Photoshop, Adobe Illustrator, Figma, Sketch, Invision, Jira, Adobe After Effects, Adobe Indesign, Autodesk Maya, Blender, Spline, Quxel Suite, Crazy Bump, Zbrush, Xnormal, Marmoset Toolbag 2, Mac & 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)

References available upon request

Professional Experience

Lightspeed — 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/UI Designer & Coordinator
August 2018 - August 2020

Sole 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.