

# Julia Vineman

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 414-216-8710 |  Milwaukee, WI |  Chicago, IL | Remote/Hybrid Ready

## STRATEGIC PRODUCT & UX DESIGNER | BRAND & VISUAL SYSTEMS

Product Designer, UX Designer, and Brand Designer with a strong foundation in **user-centered design, UX research, visual identity, interaction design, and interface systems**. Experienced in designing end-to-end digital products across web and mobile. Experienced in translating complex needs into clear, usable digital experiences across web and mobile. Combines UX research, interaction design, and visual craft with a business mindset. Comfortable collaborating with stakeholders, iterating rapidly, and delivering production-ready designs.

## CORE SKILLS & KEYWORDS

- Product Design & UX Strategy
- User-Centered Design (UCD)
- UX Research & Synthesis
- Information Architecture (IA)
- User Flows & Task Flows
- Wireframing (Low → High Fidelity)
- High-Fidelity UI Design
- Interaction Design
- Usability Testing & Heuristic Evaluation
- Accessibility (WCAG Awareness)
- Design Systems & Component Libraries
- Responsive Web & Mobile Design
- Visual & Brand Identity Design
- Brand-Aligned Interface Design
- Typography, Layout & Visual Hierarchy
- Stakeholder Collaboration & Cross-Functional Communication
- Rapid Iteration & Agile Design Workflows
- Production-Ready Design Handoff
- AI-Assisted Ideation & Prototyping

## RELEVANT PRODUCT, UX & BRAND DESIGN EXPERIENCE

### Volunteer UX Designer / UX Researcher

Youth Services Non-Profit | Remote | Sep 2025 – Present

- Designed responsive UI layouts and high-fidelity prototypes in Figma to improve clarity, accessibility, and engagement for youth-focused digital experiences.
- Developed user flows, information architecture, and wireframes, translating research insights into polished UI solutions.
- Collaborated with stakeholders to align organizational goals with age-appropriate, usable design outcomes.
- Applied accessibility and modern design system principles across interfaces.
- Used AI tools to accelerate ideation, explore visual directions, and iterate efficiently.



## UX Project Manager — Interactive Family Guide (Discovery World)

Milwaukee School of Engineering | Capstone Project | 2024

- Served as UX Project Manager, coordinating design activities within an Agile framework across a multidisciplinary student team.
- Planned and prioritized UX tasks, milestones, and deliverables, ensuring alignment with project scope, timelines, and stakeholder expectations.
- Led end-to-end UX design execution, including research synthesis, user flows, wireframes, and high-fidelity Figma prototypes.
- Applied design system thinking to maintain visual and interaction consistency across screens.
- Facilitated iterative design cycles, incorporating usability testing findings and team feedback into successive refinements.
- Designed playful micro-interactions to support exploration, learning, and family engagement within the museum context.

## PROFESSIONAL WORK HISTORY (ADDITIONAL EXPERIENCE)

### Photographer

Lifetouch (Shutterfly) & School Sports & Portrait Photography | Seasonal

- Built strong visual judgment in composition, lighting, and subject direction.
- Delivered consistent, production-ready imagery while managing client expectations and workflow.

## EDUCATION & CREDENTIALS

**B.S. in User Experience —**  
Milwaukee School of Engineering  
*Graduated with Honors*  
December 2025

**A.A.S. in Business Management —**  
Milwaukee Area Technical College  
*Provost's List*  
December 2020

## TOOLS & PLATFORMS

- **Figma** (UI design, prototyping, components, design systems)
- **FigJam** (workshops, ideation, user flows, journey mapping)
- **Adobe Illustrator** (vector graphics, brand & visual assets)
- **Adobe Photoshop** (image editing, visual refinement)
- **Adobe After Effects** (motion concepts, micro-interaction demos)
- **Adobe XD** (UX/UI design, interactive prototyping, wireframes)
- Google Workspace (documentation, collaboration, presentations)
- **AI-Assisted Design Tools** (ideation, rapid prototyping)

