

Jennilyn Gabor

Digital & Interactive Designer

jenni-lyn.github.io

Senior UI Designer

U.Group (February 2021 to November 2022)

Orchestrate project planning, brainstorm and working sessions with my project teams and clients, work independently with minimal art direction or oversight from design directors to create compelling design concepts and deliverables, from quick and iterative wireframes to pixel-perfect, build-ready comps and prototypes, complete with interaction states. Present my ideas to clients with poise, defending my decisions with clear rationale.

Visual Designer

Fjord/Accenture Federal Services (August 2019 to February 2021)

Identify user needs, develop human-centered design strategies, and create visual design artifacts to support a range of federal clients. Complete user research including interviews and workshops to identify opportunities and pain points with Service Design leads and Interaction Designers. Prepare prototypes and craft UX flows, working closely with clients during working sessions to present and gain feedback. Drive development and communication of design systems, style guidelines, and component libraries. Collaborate with developers in aligning visual designs with website functionalities. Deliverables range from current and future state artifacts, ecosystem maps, low- and high-fidelity wireframes, blueprints, and research readouts.

Designer

Morning Consult (May 2018 to August 2019)

Design compelling creative materials for Morning Consult’s wide range of clients (from Fortune 100 companies to trade organizations and interest groups). Efficiently work with internal departments, such as client services managers, data science team, web developers, and marketing/communication teams to translate data and content into beautiful, exciting visual experiences for our clients. Deliverables range from static data visualizations and infographics, interactive web platforms, video, and company swag.

Designer

Gartner (August 2015 to May 2018)

Design layouts for high-quality presentations and publications, including research studies, meeting handouts, on-screen presentations, infographics, and marketing materials. Communicate with internal global clients to understand their needs and collaborate with them to make appealing corporate designs. Manage each project’s entire design development, from concept creation to managing resources and allocating time across project priorities. Develop and maintain strong client relationships.

B.S. in Digital Cinema from the College of Computing & Digital Media

DePaul University, Chicago, Illinois (2010 to 2014)

Skills

Figma	InVision	Adobe XD	Premiere Pro
Sketch	Mural	Illustrator	Photoshop
Axure	InDesign	After Effects	Microsoft Office Suite