

Jesse Westlund

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Education

Bachelor of Fine Arts: Animation
Minneapolis College of Art and Design

Professional Summary

As a senior user experience designer, I am passionate about advocating for the end user while aligning business objectives to deliver impactful and engaging solutions. I specialize in developing innovative strategies and designs for cloud and mobile platforms, blending technical expertise with creative vision to craft seamless user experiences.

With extensive experience managing designers and developers, I bridge the gap between design and development, leading projects from requirements gathering through final release. My proven ability to deliver results for high-profile clients stems from a deep commitment to user-centered design, technical excellence, and cross-functional collaboration.

Professional Experience

Protiviti – Senior Manager User Experience Design Consultant

September 2014 – Present

- Directed cross-functional teams of designers and developers through all phases of the project lifecycle, from requirements gathering to release.
- Facilitated requirements workshops with stakeholders to create actionable user stories, tasks, and acceptance criteria.
- Designed interactive prototypes, wireframes, and intuitive workflows that aligned with business goals and user expectations.
- Implemented UX-focused AI tools and cutting-edge design strategies to achieve business objectives.
- Contributed front-end code (HTML/CSS) to ensure seamless integration of designs into final deliverables.

Tools: AI tools, Figma, Axure RP, Adobe XD, Photoshop, Illustrator, Jira, Confluence, Bootstrap, Azure DevOps, Smartsheet, Salesforce.

RBA, Inc. – Senior User Experience Design Consultant

October 2012 – September 2014

- Designed and developed intuitive user interfaces for enterprise web, mobile, and desktop applications.
- Conducted user research, facilitated requirements and design sessions, and created prototypes to inform design decisions.
- Translated design concepts into front-end code, ensuring user acceptance, and adherence to brand guidelines.
- Supported sales teams by providing rapid UX-focused solutions to address anticipated client challenges.

Tools: Figma, Sketch, InVision, Axure RP, Photoshop, Illustrator, HTML, CSS, Jira, Smartsheet.

Magenic Technologies – Senior User Experience Design Consultant

April 2010 – October 2012

- Facilitated design and requirements gathering workshops with users and business leaders.
- Delivered end-to-end design solutions, from wireframes and prototypes to front-end code for many clients.
- Specialized in custom UX solutions.

Tools: Axure RP, OmniGraffle, Balsamiq, HTML, CSS, SharePoint Designer, Photoshop, Illustrator, Expression Blend

Portolanos – Vice President of Creative Media

October 2009 – April 2010

- Directed interactive game and simulation projects, managing teams through the full production lifecycle.
- Designed and developed multimedia solutions for training and entertainment purposes.

Tools: Photoshop, Illustrator, Flash, Unity3D, Maya, Final Cut Pro, HTML, CSS, Captivate

UnitedHealth Group – New Media Designer

December 2006 – October 2009

- Designed eLearning modules, custom web interfaces, and interactive media to enhance employee training programs.
- Created innovative solutions to streamline internal and external communications.

Tools: Photoshop, Illustrator, HTML, CSS, Flash, Camtasia, After Effects, LMS platforms.

Nickelodeon Studios – Animator and Graphic Designer

January 2005 – November 2006

- Produced animated bumpers and 2D/3D hybrid approach for television.
- Designed promotional visuals and logo animations to support branding efforts.

Tools: Maya, After Effects, Illustrator, Photoshop.

Freelance & Contract Work

Various Dates

- Delivered UX design, responsive web design, and interactive media solutions for clients across healthcare, banking, and entertainment industries.
- Developed custom branding initiatives and educational media.
- Animated custom 3D Animations for various training and client commercial needs.

Tools: Figma, Axure RP, Sketch, Photoshop, Illustrator, After Effects, Maya, HTML, CSS, Responsive Design, Miro.

Skills

UX Design: Wireframing, Prototyping, Requirements Gathering, User Research, Accessibility.

Development: HTML, CSS, Responsive Design (Bootstrap, Tailwind CSS).

Design Tools: Figma, Axure RP, Sketch, Photoshop, Illustrator, After Effects.

Platforms: Jira, Azure DevOps, Confluence, Miro, Smartsheet, Salesforce, SharePoint.

References and project examples available upon request.