

Jenn Padilla

UX RESEARCH & DESIGN



www.jennpadilla.design



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PROFILE

I thrive in collaborative spaces where researchers, designers, and product managers tackle problems together. I excel at crafting compelling experiences that align user desires with strategic business outcomes. I'd love to collaborate with your team.

SKILLS

Human-Centered Design

Personas & Journey Maps

Wireframes & Prototyping

Agile Methodologies

Figma

Storytelling

EDUCATION

University of North Texas

Master of Arts, Interaction Design

Aug 2024 - Present

Subjects include: "Cognitive & Affective Bases of Behavior," "Accessibility," and "Artificial Intelligence (AI)."

Savannah College of Art & Design

Bachelor of Fine Art, Animation

Sep 2013 - Jun 2017

TALKS

Presentation: "Comfort Games"

Games User Experience Summit

Dec 2024

WORK EXPERIENCE

UX Design Intern

Macmillan Learning

June 2025 - Aug 2025

Project: Built a student-focused note-taking app from concept to proof-of-concept

- Iterated 4 times to produce a 40+ screen high-fidelity prototype, validated by an 86% user-testing delight score, resulting in proof-of-concept readiness.
- Elevated inclusivity by involving 9 neurodivergent students in interviews, testing, and archetype creation, resulting in design decisions that directly addressed accessibility challenges in note-taking
- Refined the problem definition 3 times through 9 interviews, 20 A/B tests, and 10 usability tests, resulting in a student-driven design direction grounded in primary research.

UX Researcher

Glidance

Feb 2025 - June 2025

Project: Invented a medical device for people with vision loss

- Contributed to an award-winning product, recognized by Edison Awards, AI for Good, and more, by researching an underserved segment of its core demographic to drive more inclusive, informed design decisions.
- Identified key accessibility pain points by studying 15 interviews with real user experiences, shaping early inclusive design considerations that will enhance usability for thousands of blind and low-vision individuals.
- As the team-appointed leader, drove team progress by organizing user research, ensuring presentation readiness, and keeping members engaged, cutting alignment time by 30% for faster, more informed design decisions.

UX Designer / Product Manager

Self-Employed

Sep 2023 - Nov 2023

Project: Built an exercise app focused on motivation

- Enhanced user insights for a mobile app by conducting 117 surveys, 7 interviews, and 4 diary studies, identifying the voice of the customer.
- Enriched app design through comprehensive competitive analysis, employing strategic data analysis to meet user needs.
- Conducted usability testing with 5 usability tests on a Figma-created wireframe prototype, which measured interactions, identified enhancements, and ultimately optimized the user experience for seamless navigation.

UX Designer / Product Manager

Sweet Potatoes Interactive

Aug 2020 - Oct 2022

Project: An indie video game created by our team of 2

- Through design thinking, conducted 3 rigorous usability tests, resolving at least ten critical pain points resulting in enhanced player engagement.
- Led an agile, cross-functional team to create a video game that has reached 3,000+ individuals, including 28 streamers with peak audiences of over 300.
- Garnered 79 heartfelt letters, evidencing the emotional impact and connections fostered by the game.

Other jobs include companies such as:

