

Jenn Padilla

UX DESIGNER



www.jennpadilla.design



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PROFILE

A former animator and evolving UX designer who consistently crafts compelling experiences that align user desires with strategic business outcomes, fostering engagement and profitability. I would be a superb addition to your team..

SKILLS

User-Centered Design

Journey Mapping

Wireframes & Prototypes

Agile & Waterfall Methodologies

Figma

HTML / CSS

EDUCATION

Master of Arts, Interaction Design

University of North Texas

Aug 2024 - Dec 2025

Subjects include: "Screen-Based Interactions," "Accessibility," and "Artificial Intelligence."

Bachelor of Fine Art, Animation

Savannah College of Art & Design

Sep 2013 - Jun 2017

TALKS

Presentation: "Comfort Games"

Games User Experience Summit

Dec 2024

WORK EXPERIENCE

UX Designer / UX Researcher

Glidance

Feb 2025 - Present

- Contributing 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.
- Identifying key [accessibility pain points](#) by studying [+15 interviews](#) with real user experiences, shaping early design considerations that will enhance usability for [thousands](#) of blind and low-vision individuals.
- Driving team progress by organizing research, ensuring presentation readiness, and keeping members engaged, [cutting alignment time by 30%](#) for faster, more informed design decisions.

Product Designer / Product Manager

Personal Project

Sep 2023 - Nov 2023

- Enhanced user insights for an [exercise app](#) by conducting [117 surveys](#), [7 interviews](#), and [4 cultural probes](#), identifying motivational factors.
- Enriched app design through comprehensive [competitive research](#), employing strategic analysis that elevated user experience.
- Conducted [5 usability tests](#) on [Figma-created wireframes](#), which measured user interactions, identified enhancements, and ultimately optimized the user experience for seamless navigation.

UX Designer / Game Designer / Director

Sweet Potatoes Interactive

Aug 2020 - Oct 2022

- Through design thinking, conducted three rigorous [usability tests](#), resolving at least [ten critical pain points](#) while maintaining the intended friction, resulting in enhanced player engagement.
- Expanded the player base to [3,000+ individuals](#), including [28 streamers](#) with peak audiences of over [300](#), significantly increasing game visibility.
- Garnered [79 heartfelt letters](#), evidencing the emotional impact and connections fostered by the [game](#).

2D Designer

Self-Employed

Mar 2022 - Aug 2024

- Transformed client visions into immersive experiences through animation, visual design, and storyboarding for [Nickelodeon](#), Twitch/YouTube brands, and shows like 'Hazbin Hotel' and 'Helluva Boss'
- Achieved content success with Youtube views from [5 million](#) to [90 million](#), through optimized storytelling and user engagement.
- Prioritized client satisfaction through collaboration, iterative feedback loops, and delivering high-quality solutions, fostering long-lasting partnerships.

Other jobs include companies such as:

