

Andrew Jay Ferguson

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Location: Portland, Oregon

Professional Summary

UX Designer and Web Developer with a long-standing track record of crafting user-centered digital solutions. Skilled in collaborating with a wide range of clients from mission-driven non-profits to fast-paced commercial enterprises, and delivering intuitive, engaging, and effective user experiences. Well-known for versatility, adaptability, and a hands-on approach that bridges design and development. Highly organized, with a proven ability to manage complex projects from concept to launch.

Professional

Senior UX/UI Designer and Developer

Doner – Detroit, MI (remote) | October 2023 – Present

- Translated user needs into effective UI designs by producing wireframes, prototypes, and high-fidelity visuals, streamlining the design-to-development workflow
- Led cross-functional collaboration with designers, copywriters, and developers to deliver visually engaging and user-focused digital campaigns, resulting in increased engagement and brand visibility
- Facilitated efficient client onboarding by aligning stakeholder expectations and ensuring clear handoffs to design and development teams

UX/UI Designer

Assembly Global – New York, NY (remote) | June 2021 – May 2023

- Created wireframes, interactive prototypes, and UI specifications for a suite of nonprofit platforms
- Conducted heuristic evaluations of UX/UI design and presented findings to key stakeholders
- Advocated for accessibility best practices, implementing WCAG-compliant solutions to ensure inclusive user experiences across all digital products

UX/UI Designer and Developer

Diamond Resorts – Las Vegas, NV | June 2010 – June 2021

- Developed user-centered concepts, interactive prototypes, and detailed UI specs to guide seamless, intuitive experiences across digital platforms
- Collaborated cross-functionally to design and implement scalable front- and back-end web solutions, enhancing usability for millions of global users
- Led the transition to mobile-first design workflows, aligning development practices with accessibility standards to ensure inclusive user engagement

SKILLS

UX/UI Design, Product Design, Prototyping, Wireframing, User Flows, User Research, A/B Testing, Accessibility (WCAG), Web Development, HTML, HTML5, CSS, Javascript, Email and Web Marketing, Art Direction, Graphic Design, Brand Design, Digital Design, Video Editing, Motion Graphics and Visual Effects, Animation

TOOLS

Figma, FigJam, Miro, Lucidchart, Adobe Creative Suite, Adobe Photoshop, Adobe Illustrator, Adobe Indesign, Adobe After Effects, Adobe Premiere Pro, Adobe XD, Adobe Dreamweaver, Adobe Animate, Adobe Acrobat, Adobe Lightroom, Adobe Firefly, Final Cut Pro, Microsoft Office, Microsoft Word, Microsoft Outlook, Microsoft PowerPoint, Microsoft Excel, Microsoft Teams, Microsoft SharePoint, Google Suite, Google Docs, Google Sheets, Google Slides, MidJourney, Sora, Runway, Unbounce, Canva, Salesforce, Keynote, Workfront, Asana, Slack

EDUCATION

Bachelor's Of Science – Game Art and Design
The Art Institute of Las Vegas – Henderson, NV | 2010