

Jay Fox

(he / they)

UX Designer + Researcher

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Education

BA Programming

Columbia College Chicago
Graduated May 2019

BA Fine Art

Columbia College Chicago
Graduated May 2019

Certificate, UX Design

Loyola University Chicago
January 2022 - June 2022

Skills

UX Design

User Research

Accessibility

Usability Testing

Information Architecture

Product Design

Service Design

Stakeholder Engagement

Heuristic Evaluation

UX Strategy

User Interviews

Cross-Functional Communication

Tools + Languages

Figma

Miro

Canva

CMS Architecture

Adobe CC

Google Workspace

ChatGPT

AudioEye

AI Prototyping Tools

WebAIM Contrast Checker

DNS

GitHub

HTML

CSS

JavaScript

Python

C#

Professional Summary

UX Designer designing accessible, research-driven systems for diverse users. Bridging design and development to reduce friction, improve usability, and inform product decisions through user research and structured frameworks.

Work Experience

UX Design Consultant

Independent | February 2020 - Present

Designing user-centered platforms for mission-driven startups, using user research, information architecture, and usability evaluation to inform product direction and improve usability.

Career Capital

Lead UX Designer (Contract) | December 2025 - Present

Designing and launching the end-to-end product experience for an AI consulting brand, translating stakeholder goals into information architecture, interaction patterns, and responsive interface design while accelerating launch timeline from Q1 target to live deployment within one week.

Accredited Home Healthcare Directory

Lead UX Designer (Contract) | June 2023 - Present

Architecting a provider-directory platform, defining normalized data models, taxonomy systems, and location-based search patterns to support structured provider discovery and long-term CMS growth.

ABC Dementia

Lead UX Designer (Contract) | June 2023 - Present

Designing structured information architecture and content systems that transform an unstructured resource section into a searchable caregiver education platform supporting 300+ resources while improving discoverability and reducing content publishing time from minutes to ~10 seconds.

Nowhere Collective

Solo UX Designer (Contract) | September 2022 - April 2024

Led UX research and product discovery for a mission-driven marketplace, synthesizing insights from 50+ user interviews, affinity mapping, and market research while validating solutions through prototype testing and A/B experiments to define MVP architecture, five account types, and a prototype prioritizing 24+ features.

Firebrand Collective

Solo UX Designer (Contract) | February 2020 - March 2025

Led market strategy and redesigned a fashion brand's commerce platform, optimizing product discovery for a 600+ item catalog and contributing to 340% revenue growth.

Chicago Public Schools

CTE Computer Science Teacher | August 2022 - Present

Designing accessible computer science learning systems through a UX lens, co-designing curriculum and tools with district partners while restructuring program pathways to expand industry certification access from 80 to 350 students.