Jay Fox

he/they

Product Designer & Engineer

Chicago, IL • (708) 691-5243 • jay@jayfox.design • linkedin.com/in/jayfoxdesigner • jayfox.design

SUMMARY

Product designer and engineer who makes complex systems feel human. I take products from research through design and working code, often as the first designer and technical lead on small teams.

SKILLS

Design: Product Design, UX Design, Information Architecture, Design Systems, Interaction Design, Accessibility (WCAG), Visual & Brand Design, Figma

Research & Strategy: User Research, Stakeholder Interviews, Prototype Testing, Research Synthesis, Product Strategy, Workshop Facilitation

Engineering: React, TypeScript, JavaScript, HTML/CSS, Python, SQL, Supabase, Playwright, Git/GitHub, Apps Script; AI-assisted development with Claude Code under test-driven gates

EXPERIENCE

Product Design & Engineering Consultant · Self-Employed — February 2020 – Present

- **Selected Projects**
  - **Accredited Home Healthcare Directory:** Reframed an SEO request into a search-first rebuild and a nightly data pipeline that keeps 7,000+ accredited providers current in about 30 minutes, replacing ~800 listings entered by hand over six months. Automated accessibility findings fell from 179 to 0.
  - **ABC Dementia:** Designed audience-aware information architecture and tagging for 300+ caregiver resources, and a reusable image template that cut asset preparation from about two minutes to ten seconds (12× faster).
  - **Career Capital:** Built a six-page consulting platform from concept to finished MVP in six days, with a brand and design system and an admin the founder uses to manage testimonials herself. Home-page automated accessibility findings fell from 15 to 0.
  - **Nowhere Collective:** As the first sustained UX research partner, synthesized 50+ interviews and 26+ survey responses into a prioritized MVP of 24+ features and four account types, and flagged a platform values risk that testing confirmed before any spend.
  - **Firebrand Collective** (Lead UX Designer & Co-Founder): Led a research-driven pivot from a forum concept to a community brand with 600+ products and a 27-option Pronoun Collection; pronoun items appeared in 75% of organic online orders. Mentored four design interns.

Selected Independent Engineering Projects — 2026 – Present

- **FoxCS:** Designed and built a self-hosted Moodle learning platform with in-browser Python practice, adaptive questions, codename-based privacy and AI-assisted grading that I review each run. Setting up checks for a 7–10 lesson unit now takes at most 2 hours, down from 15–20 hours per lesson.
- **Daily spending app & module library:** Designed a calm daily spending app and architected its reusable module library (pure cores, swappable adapters, themeable UI); every module must pass 100% line and branch coverage plus mutation testing, with AI coding agents building under those gates.
- **Adaptive Python learning app:** Mastery system where mistakes open a recovery path; placement runs on fixed, tested rules, not AI (884 questions, 463 tests).

Learning Experience Designer · QuantHub — June 2026 – August 2026

- Bridged curriculum and engineering: translated instructional needs into specs for React- and JSON-based learning experiences, and designed an authoring framework of reusable, accessible components.

Computer Science Teacher · Chicago Public Schools — August 2022 – Present

- Expanded access to industry certification pathways from about 80 to 350+ students through program and system redesign.
- Design adaptive, feedback-driven curricula and Apps Script tracking tools, applying Universal Design for Learning for multilingual learners, students with IEPs and varied prior experience.

EDUCATION

BA Programming & BA Fine Art, Columbia College Chicago — 2019

UX Design Certificate, Loyola University Chicago — 2022