

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 building accessible, insight-driven systems that work for diverse users. I design scalable frameworks that strengthen product consistency, reduce friction, and inform strategic prioritization while increasing usability and business impact.

Work Experience

UX Design Consultant

Independent | February 2020 - Present

Designed scalable digital systems, marketplaces, and learning platforms for mission-driven startups and growing organizations.

Career Capital

Lead UX Designer (Contract) | December 2025 - Present

Designed and launched the end-to-end product experience for an AI consulting brand, accelerating the planned Q1 rollout to a full live deployment within one week.

Accredited Home Healthcare Directory

Lead UX Designer (Contract) | June 2023 - Present

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

ABC Dementia

Lead UX Designer (Contract) | June 2023 - Present

Designed scalable information architecture and content systems that transformed an unstructured resource section into a searchable caregiver platform supporting 347+ resources, improving discoverability and reducing content creation time from minutes to ~10 seconds.

Nowhere Collective

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

Led UX strategy for community marketplace; researched 50+ users and defined MVP architecture with five account types and tailored onboarding.

Firebrand Collective

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

Redesigned brand and product ecosystem, launching 600+-product e-commerce platform and driving 340% revenue growth.

Chicago Public Schools

CTE Computer Science Teacher | August 2022 - Present

Design accessible, easy-to-navigate learning experiences using a UX approach grounded in UDL, clear information architecture, and scaffolded supports. Create structures that help multilingual and IEP/504 learners find, understand, and apply content independently.