Jordan Spears
Product Designer

✉ Design@JordanSpears.com   📍 Los Angeles, CA
🌐 www.JordanSpears.com   📞 415-583-6300

Personal Profile

Highly innovative and passionate product designer with expertise in UX design, research, XR, animation, and information architecture. Recognized as a creative leader with a multidisciplinary edge—blending visual storytelling, interaction design, and user-centered thinking. I've successfully shipped digital products from concept to launch, leveraging Figma, Adobe CC, and emerging tools to drive scalable, intuitive experiences across platforms.

Core Skills

UX Design & Strategy

Wireframing & Prototyping

UX Research & Strategic Planning

Critical Design Thinking

Visual & Motion Design

Illustration & Graphic Design

Interaction & XR Design

HTML/CSS (basic fluency)

Cross-functional Collaboration

Information Architecture

Design Systems & Component Libraries

Tools

Design & Prototyping:
Figma, Adobe XD, Photoshop

XR & Interaction:
After Effects, Adobe Aero, Unity

Workflow & Collaboration:
Jira, Miro, Notion, Figjam, Monday

Development & Handoff:
HTML/CSS (basic), Dev Mode (Figma)

Education

Uxcel
UI/UX Design Certification - 2021

Otis College of Art & Design
Motion Design BFA - 2019

Academy of Art University
Animation & Visual Effects AA - 2017

Work Experience

Product Designer
Coredigital Media | Playavista, CA   Jun 22' - Oct 24'

Led design initiatives for a cross-functional team of developers, product managers and designers to enhance the new Quicken Loans rebrand. My designs adhered to WCAG 2.x AA standards, focusing on usability, user-centered and responsive design principles. I created high-fidelity mockups, interactive prototypes, and applied user research. Additionally, I refined JIRA tickets and managed under agile sprint constraints, ensuring alignment with business goals.

Founder & Lead Product Designer
Infinity Wave | California (Freelance)   Oct 21' - Present

Provide end-to-end digital design services for startups and enterprise teams, blending product design, motion design, and visual storytelling. Scope UX strategy, build interactive prototypes, and design user experiences that scale. Guide clients through design thinking workshops and branding initiatives to launch user-focused digital products.

Recent work includes partnering with Nexxen to design responsive, on-brand presentation systems and adaptive marketing banners—balancing scalable design systems with high-velocity production needs.
Past clients include CBDfx, where I led UX/UI design for campaign pages and crafted motion-based assets to drive engagement across web and social platforms.

Product Designer
Trufl | Hollywood, CA (Contract)   Jan 22' - May 22'

Contracted as the first T-Shape designer, partnering directly with founders and Infinity wave to define and execute the product vision for a restaurant reservation app. Contributed to branding refresh and improved usability through user-centered iterations.

Graphic Designer
Planet Art | Calabases, CA   Nov 18' - Oct 21'

Designed product features for subsidiary platform SimplyToImpress.com. Managed and improved UX conversion rates by providing photo editing, typography adjustment for print legibility and graphic design for brand consumers.

Design Projects

Product Designer
StrideView | California

Led a cross-functional project with UX researcher to deliver an AR-powered mobile app for virtual shoe shopping, allowing users to try on and explore footwear in real-time. Facilitated case study for user personas, journey map and design system to refine the entire user centered experience.