

# Jordan Gozinsky

631-645-9940 | Jgozinsky@gmail.com | New York, NY | Jordangozinsky.com

## Projects

---

### Sum't Up, UX/UI Designer

2025

Designed a high-fidelity Chrome extension that enables users to summarize online articles with customizable length, tone and format, while also offering an integrated AI chat feature for asking context-specific questions

### Javori Designs, UX/UI Designer

2025

Redesigned a website to achieve a more modern aesthetic while incorporating new features to significantly enhance the overall user experience

### BuddyBoost, UX/UI Designer

2024

Designed a high-fidelity mobile application that allows users to meet new people in their surrounding area

### StreamScape, UX/UI Designer

2024

Updated wireframes and created high-fidelity mockups for a mobile television and film streaming application to increase enrollment in premium services from both new and existing users

### TinyTales, UX/UI Designer

2024

Designed a high-fidelity tablet application that allows parents to easily sort through the extensive library TinyTales offers in order to find the perfect story for their children

## Experience

---

### Freelance UX/UI Designer

November 2024 - Present

- Conducted user research, usability testing and created personas to ensure designs met user needs and expectations
- Developed wireframes and high-fidelity prototypes with Figma to visualize and iterate on design concepts
- Worked closely with clients to align on goals, timelines and deliverables, while ensuring clear communication at every stage of the project
- Embraced feedback and made continuous improvements, refining designs based on user testing results, client feedback and analytical insights

### Freelance VFX Artist

March 2023 - November 2024

- Created photorealistic simulations and integrated them seamlessly into live-action footage to enhance storytelling and visual impact
- Designed and executed complex VFX shots including compositing and motion graphics, using industry-standard software such as Nuke
- Managed multiple projects simultaneously, delivering on time and ensuring client satisfaction through continuous feedback loops and quality control
- Maintained a high level of quality while adhering to client specifications and budgets

### VFX Artist, Coordinator, Editor & Render Wrangler

Alkemy X

November 2019 - March 2023

- Used an understanding of roto, paint, keying, 2D and 3D tracking and other skills to create realistic shots for episodic television shows
- Worked with CG Artists, Supervisors and Producers to determine the proper strategies to produce the highest quality of work for assigned shots
- Quality controlled reviews and finals received from artists with Nuke Studio before sending to clients through programs such as Aspera, Signiant, ShotGrid and Box
- Kept track of all shots on ShotGrid and communicated with all artists
- Managed all 2D and 3D renders using Deadline

## Summary

---

Creative and detail-oriented UI/UX Designer with experience crafting visually appealing and user-centric designs for web and mobile applications. Skilled in user research, wireframing, prototyping and creating responsive designs with a strong understanding of design principles. Proficient in tools such as Figma, Adobe XD, Sketch, Miro and Trello, with a passion for creating seamless user experiences. Adept at collaborating with cross-functional teams and clients to deliver high-quality designs that align with business goals and user needs. Eager to bring a fresh perspective and problem-solving skills to new projects.

## Education

---

### UI/UX Design Bootcamp

Stony Brook University

2024 - 2025

- 360 hours
- 2 capstone projects
- 1 design sprint
- 7 units on AI tools

### Bachelor of Arts in English

Binghamton University

2016 - 2019

## Expertise

---

- User Research
- User Interviews
- User Personas
- User Flows
- Sketching
- Wireframe Creation
- High-Fidelity Design
- Prototyping
- Design Sprints

## Tools

---

- Figma
- Adobe XD
- Sketch
- Framer
- Zeplin
- Miro
- Marvel