

Jonny Fuller

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Skills

Interactive Prototyping, Figma Wireframes, UX Research, Graphic Design, Audio Production, Project Management

Tools

Figma, Adobe Illustrator, Adobe InDesign, Adobe Photoshop, Adobe Premiere Pro, Pro Tools, Ableton Live, Google Suite

UX Design & Research Highlights

Designing UI For An Audio Sampling Plugin - *Prime Digital Academy (Current)*

- Designing a program interface in Figma for music producers/audio engineers based on rigorous research with a primary user group to improve usability and streamline workflow.
- Performed extensive research with a primary user group remotely to inform design choices.

UX Strategy & Touchpoint Design - *Prime Digital Academy (March 2024)*

- Worked on a team of three designers to develop and present a multi-touchpoint UX Strategy for a local nonprofit.
- Collaborated with stakeholders to ensure project goals were accomplished within a realistic implementation framework.
- Redesigned several touchpoints based on user research insights using Figma, Wix, Adobe Illustrator, and Google Suite.

Education

Prime Digital Academy - User Experience Design Certification (*Spring 2024*)

University of Minnesota - Bachelor's Degree in English Literature (*Spring 2019*)

Work Experience

Artist - **Jonny Darko** (*2017-Current*)

- Oversaw the writing, recording, mixing, mastering, release, and promotion of 7 independently produced albums from beginning to end.
- Collaborated with venue managers, booking agents, session musicians, videographers, photographers, and other artists to execute many large-scale projects and events including concerts, film showings, video/photoshoots, and production.
- Created live concert visuals, music videos, lyric videos, and promotional content using Adobe Premiere, and Illustrator.
- Wrote, directed, edited, and arranged showings of two full-length, experimental visual albums.

Front of House Manager - **Colossal Cafe** (*Spring 2022 - Winter 2024*)

- Responsible for overseeing a team of 9 employees to ensure quality of service.
- Redesigned user interface for front-of-house point-of-sale systems in focus to create a more intuitive workflow.
- Facilitated collaboration and navigated interpersonal relationships between front and back-of-house staff to improve morale and maintain employee productivity.

Music Producer/Mixing Engineer - **Freelance** (*Summer 2020 - Current*)

- Managed client expectations and delivered quality services in a timely manner.
- Engineered, mixed, and mastered songs for clients with diverse needs.
- Participated in idea generation and created instrumentals for clients.
- Maintained up-to-date industry knowledge and familiarity with digital music-making tools.

Video Director/Editor - **Freelance** (*Spring 2022 - Current*)

- Wrote, directed, and edited music videos and live session recordings for clients.
- Oversaw project management for video shoots. Coordinated and executed multi-phase projects with a small team.
- Edited footage together with Premiere Pro and ensured final deliverables to clients arrived in a timely manner.

Graphic Designer - **Freelance** (*Spring 2023 - Current*)

- Coordinated with photographers, visual artists, and a printing shop to develop a 36-page local art/music magazine.
- Orchestrated and organized visual assets and created page layouts in Adobe InDesign.
- Created graphics, assets, and art pieces in Adobe Illustrator for a variety of projects and clients.