

JESS CUMMINGS

UX & Product Designer · Enterprise, Data-Rich & AI-Powered Experiences

Detroit, MI (open to relocate) · (810) 338-2427 · jessicacummings2021@gmail.com · <https://jessicacummings.github.io/Portfolio/>

UX & Product Designer who takes data-rich, enterprise experiences from ambiguity to launch — user flows, wireframes, high-fidelity UI, and design systems. Fluent using AI (Claude) as a core part of research synthesis, ideation, and prototyping. Experienced designing against CRM and analytics ecosystems and reconciling conflicting standards in regulated industries, with accessibility (WCAG 2.1).

EXPERIENCE

UX Designer (Contract) — TripSlip (via Newlab) Jun 2026 – Present

- Owning end-to-end IA and design for a permission-and-payment platform launching with 50+ school districts
- Branching onboarding for 4 distinct user types to connect flow of schools; from permission slips, to transportation

UX & Product Designer — Motmot Oct 2025 – May 2026

- Built a company-wide design system adopted across 20+ web, technical, and presentation assets, and shipped 4 internal dashboards that improved operational visibility for engineering and leadership.
- Revamped 10+ pages from 6 stakeholder interviews and 12+ wireframes; grew monthly engagement from 280 to 1,600+ users through SEO and heatmap-informed UX.

Lead UX Design Assistant — UMTRI — U-M Transportation Research Institute May 2025 – Sep 2025

- Reconciled contradicting SAE, ISO, and NHTSA accessibility standards for in-vehicle interfaces into a unified set of best practices; regulated-industry standards work later reflected in national automotive accessibility guidance.
- Designed and validated 3 inclusive infotainment interfaces in Figma with participants with disabilities; evaluated 50+ UI elements across 10+ vehicles.

UX Designer & Project Manager (Capstone) — Bridgestone Corporation Sep 2024 – Apr 2025

- Ran 8 executive interviews and 6 contextual observations to define 3 personas and a service blueprint across fragmented enterprise fleet tools; designed a unified, role-based dashboard in Figma.
- Drove 40% faster task completion and 95% improved comprehension of tire-health data across 70+ WCAG 2.1 improvements. Awarded First Place, UMSI 2025 Project Exposition.

Front-End Developer & Accessibility Specialist — CRLT, University of Michigan Sep 2023 – May 2025

- Partnered with the Salesforce team to design a CRM-integrated ticket and event-tracking dashboard for a 15-person office; built 10+ personas and service blueprints, then created onboarding docs and training videos to drive adoption.

EDUCATION

B.S. Information Science, UX Pathway — University of Michigan May 2025

GPA 3.5 · Full-Ride Scholarship · First Place, Future of Work (2025) · First Place, UX Prototype (2024)

SKILLS

Design & Research: Product design, information architecture, user flows, wireframing, high-fidelity UI, design systems, personas, service blueprints, journey mapping, usability testing, WCAG 2.1 accessibility

AI & Tools: AI-assisted design with Claude (synthesis, ideation, prototyping), Figma, Adobe Suite, Webflow, HTML/CSS/JS, Salesforce, Tableau, SQL, Google Analytics

Collaboration: Cross-functional work with PMs, engineers, and data teams; stakeholder interviews and presentations; workshop facilitation, client-facing communication