

James Adams (Jim)

linkedin.com/in/james-adams-1baa218
jim@atomic-house.com
321.259.6531

UX / UI Systems Design & Development

I'm a UX designer. I can research, design, document, diagram, illustrate, present, manage, develop, write and organize just about anything you need for your project. And I can see the big picture.

Please see my work at www.atomic-house.com

GovCIO

Washington D.C.

The preeminent source for new ideas in transforming government information technology and software development.

Managing Sr. UX Designer | 2019 to Present

Using Human-Centered Design methodologies, I research, assess and document the frontend functionality of deprecated applications, then design cohesive new interactions that deliver an improved user experience. I employ design system components and frameworks, creating custom elements as needed, to migrate legacy systems to a modern, unified platform. I also serve as the GCIO VSA Design Manager.

Redesigned and re-platformed several authenticated tools for the U.S. Department of Veterans Affairs, moving them to the new VA.gov platform.

A Square Group

Frederick, MD / Melbourne, FL

Provider of IT, healthcare, software development and outsourced professional services, primarily for Federal Government agencies.

Sr. Human Factors Engineer / Site Supervisor | 2016 to 2019

Assessed the functionality of various legacy systems, then modernized and consolidated features in new frontend applications. Analyzed business and technical requirements, and translated directives into unified workflows/experiences. Employed Human-Centered Design methodologies to drive product redesign and development across multiple legacy systems – from concept to user acceptance. Also served as Site Supervisor and liaison to the prime contractor.

Produced UI frameworks to facilitate re-platforming of several Community Care healthcare claims processing subsystems used by the U.S. Department of Veterans Affairs. Guided multiple teams throughout frontend development.

Software Development Product Lead | 2016 to 2017

Worked in an Agile software development environment. Served as both Product Owner and Business/Technical Analyst. Interacted with government customers and contractors on a daily basis, to ensure project was properly resourced, scheduled and directed.

Directed several scrum teams throughout Sprints and Builds. Provided support for UX/UI, presentation and tech writing efforts. Researched, created and maintained development documentation.

Accent Technologies

Melbourne, FL

Software-as-a-service company (SaaS) developing enterprise products to improve sales execution and productivity for Fortune Global 2000 companies.

Design Director | 2014 to 2016

Interacted with marketing director to correlate product features with compelling value propositions for end-users. Coordinated with development teams to ensure functional and visual consistency across all products. Supported sales and marketing teams with branded, well-designed graphics and materials. Supervised developers and design staff on project basis.

Solidified product matrix and nomenclature. Developed product branding system including logos, variants and color palette. Established visual direction and templates for website overhaul.

User Experience Designer | 2014 to 2016

Collaborated with CEO and CTO to convert business-case imperatives into functional requirements. Developed structure and flow of mobile and webapp products to optimize user interactions. Updated strategies for legacy products. Directed efforts of frontend scrum teams across multiple product lines. Investigated and analyzed competitive products, and conducted end-user research. Produced user-story documents, concept screens, storyboards and wireframes.

Updated legacy product interfaces, reconciling palette and iconography. Established navigational strategies and functional architectures for next-gen products. Produced all elements of mobile apps UX/UI from user-stories to final assets.

Atomic Incorporated

Melbourne, FL

Creative services company producing award-winning graphic design and illustration. Focused on brand development and corporate ID for tech sector businesses.

Creative Director | 2001 to 2014

Partnered with marketing decision-makers to plan and implement visual communication strategies. Worked within resource constraints to produce impactful, effective solutions that supported business objectives. Collaborated with teams to design and produce projects spanning the creative services spectrum, including print, illustration and digital media.

Helped establish illustration and icon standards for Koninklijke Philips N.V. healthcare marketing materials and mobile apps. Worked with international game development team to produce in-game assets for Bioware's Neverwinter Nights.

DoubleTake Advertising

Melbourne, FL

Regional agency creating cross-disciplinary marketing campaigns for international defense and technology companies.

Creative Director | 1995 to 2001

Engaged directly with client marketing directors to translate business goals into creative strategies. Helped build the area's most dynamic creative team, taking a four-person agency to a staff of 14 in just over two years. Involved in every aspect of company policy and infrastructure.

Oversaw implementation of complete corporate and brand identity overhaul for Harris Corporation. Developed Intersil's corporate ID standards and initial brand awareness advertising campaign.

The Florida State University

Tallahassee, FL

One of the most respected research and learning institutions in the country. Designated a preeminent university in the state of Florida.

Bachelor of Science in Art Education

Ground-breaking Discipline-Based Art Education curriculum. Significant production component including digital media; Strong focus on elements and principles of art and graphic design. Practical application of instructional process design, including immersion and task analysis.

UX Design / Development

Design Approaches: Accessibility & 508 Compliance, Design Thinking, Human-Centered Design, User-Centered Design

Platforms: Android, Desktop Applications, iOS, Webapps, Websites

Frameworks: Custom SASS Systems, Bootstrap, Material Design

Technologies: Angular, CSS/SASS, HTML, JavaScript

Tools: Adobe Acrobat, Adobe Illustrator, Adobe Photoshop, Adobe XD, Balsamiq, Eclipse, Jenkins, Jira, Microsoft Office, Mural, Rally, RTC, Sketch, VS Code, UXPin

Visual Design: Data Visualization, Graphical Assets, Icon Systems, Mockups, Product Documentation, Prototypes, Screen Design, Storyboards, Templates, Wireframes & Mockups

Research: Affinity Mapping, Card Sorts, Interviews/Panel Discussions, Journey Maps, Personas, Planning/Analysis/Synthesis, Remote/In-person Sessions, Usability Testing, User Acceptance Testing

Development Methodologies: Agile Scrum, Kanban, Minimum Viable Product, Veteran-Focused Integrated Process (VIP), Waterfall

Security Clearance: Public Trust (Active)

Selected Clients

Analog Devices, Inc.

AuthenTec, Inc.

Brevard County Tourist Development Council

Brevard Public Schools

Brevard Zoo

BioWare

CNL Financial Group

DHL Express

EDC of Florida's Space Coast

Harris Corporation

Health First Health Plans

Indiana University

Intersil Corporation

Kmart

Northrup Grumman Corporation

Philips Electronics N.V.

Premiere Theaters

Raytheon Company

Seimens AG

Sea World/Busch Gardens Parks & Entertainment

Sony Corporation

SunTrust Banks, Inc.

U.S. Department of Veterans Affairs

University of Central Florida

Walt Disney Company