Justin Oidem

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UX Design | 2D Motion Graphics

Education

UX Design Immersive
General Assembly
2020 - 2021

Full time immersive student in the User Experience Design Program. Over 480 hours of professional training over twelve weeks. Hands-on approach to practice user-centered design, methods, design skills, team collaboration, and client relations.

BFA Digital Media Art
San Jose State University
2012 - 2018

Experience

Freelance Motion Graphic Designer
Remote | Jan 2019 - Oct 2020

Worked with Wonolo, Epic Energy, and BlueCart as a remote contractor to produce animated video assets. Completed projects include: animated logos, title sequences, How-To videos, social media posts, and lower third elements.

Newsroom Artist | NBC Sports Bay Area
San Francisco, CA | Oct 2019 - Mar 2020

Created studio graphics that were used as full screen elements and background studio visuals for live television shows. I created athlete's live stream profiles which included headshots and statistics. I also created promotional graphics leveraged on various social media.

Skills   Tools

User Research   Figma
Affinity Mapping   Sketch
Card Sorting   Framer
Surveys   After Effects
Personas   Photoshop
User Flows   Lightroom
Interviews   Illustrator
Wireframing   Flinto
Prototyping
Usability Testing
Visual Design
Interaction Design
User Interface
2D Motion Graphics
Video Editing
Animation
UX Design

Recent Projects

General Assembly x Remedly
Business Goals: increase revenue and reduce operational costs

This design sprint focused on UX research and elevating the current experience of Remedly's patient portal. The goal of this project was to encourage the use of the patient portal by relieving pain points of our target user. We also explored the implementation of electronic gift cards as a new source of revenue. As a team of three UX Design students, I worked alongside my teammates from inception to final design through research, ideation, and UX design principles.