

James (Geno) Souder

Junior UX/UI Designer

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🌐 Portfolio: <https://imjames1.github.io/>

Professional Summary

Motivated **Junior UX/UI Designer** with a strong foundation in user-centered design, interaction design, and front-end fundamentals. Experienced in translating ideas into wireframes, high-fidelity prototypes, and interactive experiences using Figma and modern web technologies. Combines design thinking, usability principles, and technical skills to support intuitive, accessible digital products within collaborative Agile environments.

Core Skills

UX/UI Design:

Wireframing, prototyping, interaction design, visual design fundamentals, usability testing

UX Research Support:

User research synthesis, surveys, feedback analysis, journey mapping

Design Tools:

Figma, Balsamiq, Adobe Illustrator, Photoshop, Canva

Front-End Fundamentals:

HTML5, CSS, JavaScript, Bootstrap

Programming & Data:

Python, SQL (basic), Java (academic)

Process & Collaboration:

Agile basics, stakeholder feedback, design iteration, Git version control

Projects

Mood Venue – Interactive UX Prototype (Figma)

June 2025

- Designed a high-fidelity, interactive prototype illustrating complete end-to-end user flows.
- Applied user research insights and usability principles to guide layout, navigation, and interaction decisions.
- Leveraged advanced Figma features to streamline feedback from stakeholders.

Key Impacts - Improved clarity of user flows and reduced ambiguity during design reviews.
- Increased perceived usability and engagement through user-first design decisions.

Barnes & Noble – Mock Website (HTML, CSS, JavaScript, Figma)

March 2025

- Created wireframes in Figma and translated designs into a functional website using HTML5, CSS, and JavaScript.
- Implemented interactive elements to enhance engagement and meet stakeholder requirements.

Key Impacts - Demonstrated ability to carry designs from concept to functional implementation. - Improved user engagement through interactive UI behaviors.

Disney Oogie Boogie Bash – Poster Mockup (Adobe Illustrator)

August 2024

- Designed a promotional poster communicating event details clearly and visually.
- Applied typography, layout, and branding principles to create a compelling visual design.

Key Impacts - Increased visual clarity and message hierarchy in promotional design. - Strengthened visual communication and branding skills.

Leadership & Experience

Scholarship Chair

Phi Kappa Psi – Cal Kappa Chapter | Dec 2021 – Dec 2022

- Researched and presented academic and scholarship resources to over 60 members.
- Served as a point of contact for academic deadlines and graduation-related processes.

Key Impacts - Improved awareness and participation in scholarship and academic opportunities. - Strengthened communication and organizational skills.

Commuter Student Support Intern

Associated Students of UC Irvine | Sept 2019 – June 2022

- Collaborated on the creation of UCI's first commuter lounge supporting hundreds of students.
- Conducted surveys and analyzed feedback to guide space planning and resource allocation.
- Presented funding needs to a university board and supported community-building initiatives.

Key Impacts - Helped launch a permanent campus resource used by hundreds of commuters. - Applied user research methods to influence real-world design and planning decisions.

Education

M.S. Graphic Information Technology – Arizona State University
Expected June 2026

B.S. Computer Science – University of California, Irvine
December 2022

Certifications

- The Complete 2024 Web Development Bootcamp
 - Python Pro Bootcamp
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Additional Information

- Strong interest in UX research, prototyping, and accessibility fundamentals
- Comfortable collaborating with designers, developers, and stakeholders
- Actively building UX portfolio and seeking junior-level UX/UI roles

