

# MARK YOUNG

## SENIOR UX DESIGNER

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Hi, I'm Mark. I'm an empathy driven UX Designer and critical thinker with more than 15 years' experience creating engaging user experiences for small- and large-scale enterprise solutions. Throughout my career, I've always pride myself in being a problem solver, having an innate curiosity for how things work, and an extreme passion for innovation.

## EXPERIENCE

### J.B. HUNT TRANSPORTATION

SENIOR UX DESIGNER 2018 - PRESENT

- Design System team lead and former team lead for J.B. Hunt's external-facing logistics mobile application, Carrier 360.
- Champions a "user-first" mentality that is driven by empathy and best UX practices.
- Presents UX designs in Executive stakeholder reviews.
- Collaborates iteratively with Product Owners, Business Analyst, Researchers, Developers, and UX Designers, ensuring continual innovation and enhancements in product lifecycles.
- Provides mentorship to junior UX Designers across the organization, ensuring consistency between multiple applications while maintaining design system compliance.

### MOVISTA

UX DESIGNER & FRONT-END MOBILE DEVELOPER 2013–2018

- Created a wide variety of user experiences for SAAS applications, including Movista's flagship mobile application, ONE.
- Collaborated with top-tier clients, including Walmart, Meijer, and Hallmark, creating desktop and mobile applications, fulfilling specific business, brand, and customer needs.
- Initiated and lead the rebrand of Movista's corporate identity, creating a more modern look and tone, while maintaining the existing brand voice.

### SHOPTOLOGY & MERCURY 11

DIGITAL ART DIRECTOR 2012–2013

### APPRISS

MOBILE UX DESIGNER 2011–2012

### UNITED STATES MARINE CORPS RESERVE

0341 MORTARMAN 2010–2013

### BELLA VISTA PROPERTY OWNER ASSOCIATION

SENIOR GRAPHIC DESIGNER 2010

### INTERACTIVE DIGITAL SYSTEMS LLC

UX DESIGNER 2009–2010

## CERTIFICATES

### NEILSON NORMAN GROUP

CERTIFICATE IN USER EXPERIENCE

- Designing Complex Apps for Specialized Domains
- Writing Compelling Digital Copy
- User Interviews
- Storytelling to Present UX Work
- Measuring UX and ROI

## SKILLS

### SOFTWARE

- Figma
- Adobe Creative Cloud
- Miro
- InVision
- Sketch

### DESIGN

- Web, Mobile, & Tablet Design
- Virtual Design Sprint 2.0
- Design System Creation
- User Research & Strategy
- Competitive Analysis
- Architecture Design
- Interaction Design
- Rapid Prototyping

### FRONT-END MOBILE DEVELOPMENT

- Axway Appcelerator Studio
- JavaScript
- HTML
- CSS
- XML

## EDUCATION

### FULL SAIL UNIVERSITY

ENTERTAINMENT BUSINESS B.S. 2006  
FILM PRODUCTION A.S. 2004