

Jonny Girvan

UX | Product Designer

jonnygirvan.com
jonnygirvan@gmail.com
561.351.2834

EXPERIENCE

Collins Aerospace / Principal UX Designer

Mar 2022- Present, Remote

I am currently a lead designer in the complex world of aerospace.

I collaborate closely with product teams, contributing to product visioning alongside stakeholders, conducting user research to identify and understand user pain points, and designing and validating user-centric applications.

I also provide support to colleagues with design challenges they are facing, and continue to educate teams across the enterprise about the value UX brings to products.

Dycom Industries / Lead UX Designer

Mar 2014 - Mar 2022, West Palm Beach

As lead designer, I spearheaded a cross-functional team of designers, researchers, and communication professionals. I tackled pain points within the company product suite, delivering validated design solutions.

I fostered the growth of my team by mentoring team members into new roles and responsibilities. I encouraged UX integration throughout the product development lifecycle, collaborating closely with product owners and senior leadership.

I had the opportunity to manage the team for an extended period. During this time I oversaw employee development plans, team budget, resource allocation, and clearing blockers, while continuing my design work.

TEM Inc. / Web Designer & Developer

Jan 2019 - Feb 2021, Remote

I partnered with a new business owner to maintain and update their inherited website. We implemented a dual-track approach: ensuring compliance for the existing site while designing a modern replacement.

Freelance Web Design & Development

Feb 2007 - Mar 2014, Various locations

I collaborated with local businesses, building their online presence while I gained design experience and skills in project closure and delivery.

SKILLS

Collaboration:

Hosting workshop sessions
Stakeholder management and buy in
DesignOps strategy
Conducting peer review sessions
Encouraging growth

Design:

Wireframe & mockups in tools like Figma
Motion design in After Effects
Illustrations in Illustrator/Figma
3D modeling and animation
Data visualization

Prototyping:

Interactive prototypes in tools like Figma
Interactive flows in HTML/CSS/JS
Frameworks for POC (Angular, React, Vue)
3D modeling and animation

Research:

Stakeholder analysis
User interviews & observation
Usability studies
A/B testing
Google Analytics & Tag Manager