

Jinhua L. Rosselot

Sr. Product Designer

JinhuaRosselot.com
[Linkedin.com/in/Jinhua-Rosselot](https://www.linkedin.com/in/Jinhua-Rosselot)
JinhuaRosselot@gmail.com

EXPERIENCE

Product Designer & Creative Director

AZALEA ART | Consultant

Apr 2012 - Present

As a motivated freelance consultant working Independently, collaboratively developed products for **Mobile, Web,** and **XR** Communicated as an experienced team leader and player.

• Product Designer | Manager | XR Developer

AR PACKAGING | Remote

Mar 2020 - Present

Working on web based **Environmentally Friendly AR App** to greatly impact the world's recycling ecosytem.

• Product Designer | Manager | Front End Dev

MOM ULTRA | Remote

Mar 2020 - Present

Working on **Women's diabetes native iOS Android App** with a world wide market user base. Leading cross functional team through a software development life cycle remotely across different time zones.

• Sr. Product Designer

BEACHBODY | Los Angeles & Remote

July 2019 - Feb 2020

Worked as Sr. Product designer on app that has more than one million **Health and Fitness** users. Ensured products met high standards in Agile environment with a cross functional team. Collaborated and mentored other designers.

• UI/UX Consultant

POSHLY | San Francisco & Remote

Jan 2015 - Aug 2017

Took **SaaS Data Platform** Web App from start to **MVP** Launching as a lead designer. Led the end to end design work with software engineering and marketing teams. Integrated clean elegant UI /UX design, Branding for consumers & customers Beauty Data Platform. Nominated by Fastcompany's The World's **Top 10 Most Innovative** Companies Of 2015 In Big Data

• Sr. UI Designer

ICONMOBILE | Santa Monica

Mar 2018 - May 2018

Worked at **world's largest** advertisement agency **WPP's** child company as Senior designer mainly responsible for creative 3D concept and UI design of user interfaces on **GM's** automotive product.

Interaction Designer | Front-End Developer

ANSWER FINANCIAL | Los Angeles

Aug 2016 - Mar 2018

Led **B2B Business Development Portal** product design and frontend responsive design development as part of the marketing team. Also Worked on an **iOS and Android Native** Gamification App and a million user based B2C responsive site's UI/UX Design.

Lead UI/UX Deisgner

BECKON | San Francisco

Sep 2014 - Dec 2014

Collaborated with the project manager to lead design, understand and analyze usability of **Gamification** design and offered alternative solution for **Marketing Data Analytics Platform**.

SKILLS

Competencies

- Expert in Sketch, Figma, Adobe; versed in UX/UI.
- Specializes in mobile/web design and user research.
- Crafts wireframes, prototypes, and user flows.
- Knows usability, accessibility, and design systems.
- Excels in teamwork and cross-functional project management.
- Prioritizes user feedback for optimization.
- Merges analytical skills with creativity.
- Mentors with knowledge in product lifecycle.
- Master in 2D/3D graphics and micro-interactions.
- Keeps up with trends, tech, coding, and agile/scrum.
- Knowledgeable in the ethical considerations of using AI in design

Tools

Figma, Notion, Sketch, Generative AI, Adobe Suite, Axure, Miro, OmniGraffle, Framer, JIRA, Confluence, Sublime, Visual Studio Code, Unity, Unreal, Cinema 4D, Blender, HTML, CSS.

EDUCATION

Academy of Art University San Francisco

M.F.A. UI / UX in Game Development

Graduated May 2015

California State University Northridge

B. A. 3D Animation & Video | Digital Art

Graduated May 2011

General Assembly Santa Monica

Digital Marketing, Google Analytics

Bootcamp 2018

AWARD & CERTIFICATION

Presidential Scholarship

Academy of Art University

Certified Scrum Master

Scrum Alliance License

FLUENT LANGUAGES

English

Chinese

Korean