

John Andre

Project Manager | UX/UI Designer

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CONTACT

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PROJECT MANAGEMENT

- Sprint planning
- Timeline management
- Task delegation
- Backlog tracking
- Team coordination
- Status updates
- User testing coordination
- Stakeholder communication
- Documentation
- Quality control

TOOLS

- Figma + FigJam
- Photoshop + Illustrator
- Canva
- Procreate + Dreams
- Microsoft Office
- HTML/CSS basics

EDUCATION

Kennesaw State University
B.S. Interactive Design
Expected Dec 2026
CITI Research Certified, 2025

COURSEWORK

Prototyping I/II; Interaction Design I/II;
Visual Design I/II; Front-End
Development I; Intro to Digital Media;
Digital Storytelling; 2D Color Theory; in
progress: Information Architecture,
Professional Development, Capstone
Final Project

PROFESSIONAL SUMMARY

Emerging project manager and UX/UI designer pursuing a B.S. in Interactive Design at Kennesaw State University. Experienced organizing design projects from research and planning through sprint execution, usability testing, revisions, and final presentation. Combines timeline management, team coordination, creative direction, and fast-paced customer-facing operations experience.

FEATURED PROJECT + LEADERSHIP

StudyRoom Productivity Timer App

Jan 2026 - Apr 2026

Project Manager / Lead UX/UI Designer

Links: [Portfolio](#) | [Prototype](#) | [Project Board](#)

- Managed a 3-person team through sprint deadlines, task delegation, design reviews, prototyping, usability testing, revisions, and final presentation.
- Built and maintained the FigJam planning system with sprint maps, product/sprint backlogs, calendar deadlines, stand-up notes, retrospectives, interview plans, affinity maps, moodboards, and design briefs.
- Coordinated project scope across 7 task flows: onboarding, weekly view, calendar start, timer setup, data, profile, and shop customization.
- Turned user testing results into prioritized revisions, reducing weekly-view confusion from a failed task with 20 misclicks to 3 misclicks, then 0 misclicks in later testing.
- Improved the calendar start-session flow from 5 misclicks in the first test to 0 misclicks in later tests by strengthening navigation clarity and task completion.
- Delivered final project assets by aligning planning artifacts, prototype updates, usability evidence, and presentation materials.

Additional UX/UI Prototypes

2025

Design Project Coordinator

- Organized reusable Figma component systems with boolean, text, and instance-swap properties for a social media homepage prototype.
- Created responsive layouts and app flows using auto layout, card organization, interactions, color styles, and scalable file organization.

CREATIVE + PROFESSIONAL EXPERIENCE

Sinai Community SDA

Spring 2026

Freelance Graphic Designer / Project Coordinator

- Managed a 2-week production timeline for Youth Day flyers and livestream banners, coordinating design revisions and final asset delivery.
- Coordinated with the youth director and event speaker to define visual direction, confirm event details, and support event promotion.

Golden Corral

Jun 2021 - Dec 2023

Line Worker | 1755 Jonesboro Rd, McDonough, GA

- Opened and closed line stations by preparing equipment, supplies, food areas, and cleaning procedures for smooth shift transitions.
- Trained new employees on line workflow, food handling expectations, equipment cleaning, and daily operating procedures.
- Balanced phone/customer service issues with restocking and line operations during busy periods.