

Joshua Gross - UX/UI Designer

I'm an interactive designer who specializes in crafting user-centric interfaces that focus on brand goals and user needs. My experience lies in brand identity, advertisements, and web design, with a focus on creating dynamic user experiences to achieve company goals.

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EXPERIENCE

Reality AI Lab, Remote — UX/UI Designer

01/2025 - 04/2025

- Designed and prototyped intuitive interfaces for Marvel AI using Figma, emphasizing accessibility and educational impact for students and educators.
- Collaborated with developers and AI engineers to align designs with technical requirements and user needs.
- Conducted user research and testing, refining designs based on educator feedback and learner survey data.
- Contributed to a design system for consistency across open-source projects.

Freelance, Orlando, FL — Graphic Designer

06/2021 - Present

- **Logo & Identity Design:** Develop cohesive brand identities for print and digital use, enhancing usability and brand recognition.
- **Social Media Design:** Create engaging, interactive content optimized for user engagement across platforms.
- **Web Advertising Design:** Design web ads using visual hierarchy and usability principles to maximize click-through rates.
- **Print Design:** Produce business cards and flyers for consistent branding across formats.

EDUCATION

Valencia College, Orlando, FL — A.S. Interactive Design

08/2023 - Expected Summer 2025

- Dean's List: August 2023 – August 2024 | GPA: 3.37
- Technical Certificate in Interactive Design Production
- Technical Certificate in Interactive Design Support

Orange County Technical College, Orlando, FL — Technical Certificate in Digital Media Design

03/2022

- GPA: 3.6

SKILLS

Design Tools

- Figma
- Adobe Illustrator
- Adobe Photoshop
- Adobe InDesign
- Brackets Text Editor

Front-End Development

- HTML
- CSS
- JS

Additional Skills

- UX Research
- UI Design
- Brand Identity
- Team Collaboration
- Communication

LANGUAGES

English - Native

German - Intermediate