

JILLEY WAITS

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WORK EXPERIENCE

Principal UX Designer, Oracle / Redwood Platform

January 2021 – Present

Lead UX design and creative direction for redwood.oracle.com, the definitive resource for designers and developers adopting Oracle's Redwood design system. Own the end-to-end experience, spanning information architecture, design, and implementation, while integrating AI-powered features to help teams discover and apply design standards more efficiently.

Senior UX Designer, Oracle / Redwood Brand Experience

November 2019 – January 2021

Served as senior UX designer on a cross-functional team responsible for redesigning oracle.com. Led interaction and visual design for high-profile initiatives including the homepage redesign, campaign page templates, and customer success stories, collaborating with product managers and developers to optimize the end-to-end user experience.

UX Visual Designer, Amazon / Fire TV

September 2018 – November 2019

Designed the complete visual refresh of Fire TV within the Device and Services Design Group, balancing creative direction with technical and business constraints. Extended the work to additional projects including the Fire TV interactive screensaver, mobile app redesign, and a new featured content hero banner.

UX Designer, Amazon / Device and Services Design Group

August 2016 – September 2018

Built systematic component libraries and templates used across Amazon's device and services design studio. Delivered pixel-perfect assets that enabled designers studio-wide to build and extend product experiences with consistency and efficiency.

UX Visual Designer, JP Morgan Chase / Mobile App

April 2016 – August 2016

Contract role focused on redesigning payment flows within the Chase mobile banking app, including fund transfers, QuickPay, and Quick Deposit, in collaboration with a team of UX designers.

Visual Designer, Microsoft / Xbox

July 2013 – January 2016

Sole visual designer on a small development team, bringing an original word game concept to launch. Responsibilities spanned game flow refinement, all in-game visual design, branding, marketing materials, voice over direction, and music selection. Also contributed as a visual designer to the Xbox Casual Games team.

TECHNICAL SKILLS

Figma • Claude Code • Codex • Photoshop • Illustrator • Word • PowerPoint • Excel

DESIGN SKILLS

Creative direction • Product design • Visual design • UX design • Vibe coding • AI integration • Design systems • Prototyping • User research & usability testing • Graphic design • Branding • Cross-functional collaboration

EDUCATION

The Art Institute / BFA, Graphic Design

2009 – 2013