

JOHN VENTERS

Senior UX Designer & UI Engineer

johnventers.com | john.venters@outlook.com | (406) 898-7860 | linkedin.com/in/johnventers

Senior UX Designer & UI Engineer with 10+ years of experience designing and building user-centered products across enterprise software, games, and digital platforms. Specializes in product design, design systems, and front-end architecture, translating complex requirements into scalable, accessible solutions. Trusted cross-functional partner in Agile environments, driving UX strategy, mentoring designers, and delivering high-impact interfaces. Experienced in leveraging AI-assisted tools to accelerate design exploration and development without sacrificing quality or accessibility.

CORE SKILLS

Design: UX Strategy, Product Design, Interaction Design, Information Architecture, User Research, Usability Testing, Accessibility (WCAG 2.1), Design Systems, Prototyping, Wireframing, Journey Mapping

Engineering: HTML5, CSS3 / SCSS, JavaScript, TypeScript, Svelte, Vue 3, Storybook, Responsive Design, Performance Optimization, Accessibility Implementation, Agile / Scrum

Tools: Figma, Adobe Creative Cloud, Unreal Engine (UMG, Blueprints), Unity, VS Code, WebStorm, GitHub, Azure DevOps, Jira, Confluence

PROFESSIONAL EXPERIENCE

Adjunct Professor, Computer Science, University of Montana Jan 2026 – Present

- Teach Web Design & Programming (CSCI 181) to ~35 students per year. Developed a 16-week curriculum covering HTML, CSS, JavaScript, accessibility, responsive design, and Git workflows.
- Mentor students through iterative projects and 1:1 coaching, reinforcing UI/UX fundamentals and accessibility-first development practices.

Senior UX Designer & UI Engineer, KOA Aug 2024 – Present | Remote

- Own UX strategy and frontend product design for KOA's core K2 platform, mentoring a UI/UX Developer and partnering with Product, Engineering, and QA across multiple Agile teams.
- Established a modern, accessible design system and Figma component library, setting UI standards across applications and improving cross-team consistency.
- Led frontend modernization from AngularJS to Svelte & TypeScript, defining migration architecture and building a Svelte component library (40+ reusable components) to improve scalability and delivery speed.
- Designed and shipped a dynamic pricing system and Customer Communication Hub, replacing a third-party platform and cutting licensing costs by ~\$2M annually.
- Drive stakeholder-informed discovery and iterative usability validation, translating feedback into UX improvements across mission-critical franchise workflows.

UI/UX Developer, Yakima Chief Hops Dec 2022 – Jul 2024 | Remote

- Created and maintained a design system, style guide, and component library (20 reusable components) to standardize UI patterns, improve consistency, and accelerate frontend delivery.
- Led end-to-end product design for five applications, including a global ecommerce platform and internal tools supporting complex scientific workflows.

- Delivered user-centered web and mobile experiences (web, Android, iOS) through wireframes, prototypes, and frontend implementation in collaboration with cross-functional teams.
- Conducted UX research and facilitated 2 focus groups, translating findings into design recommendations aligned to user and business needs.

Marketing & Communications Director, University of Montana Apr 2017 – Sep 2021

- Led and mentored a multidisciplinary team of 8-10 staff and student designers supporting branding and digital campaigns for 100+ events annually.
- Managed and evolved 15 departmental websites and social channels, improving usability, accessibility, and engagement while shaping strategy through executive and IT committees.

Tech Support Manager, University of Montana May 2013 – Apr 2017

- Managed enterprise online learning systems supporting 2,000+ courses, overseeing frontend support, quality, training, and system integrations.

Cyber Systems Operations, Montana Air National Guard May 2011 – Jan 2017

- Administered secure network systems and infrastructure in a role requiring a Top Secret security clearance, with hands-on responsibility for server administration, SQL, and security operations.

Web Designer, Websites in a Flash Sep 2011 – Feb 2012

- Designed and developed custom WordPress websites with a focus on accessibility, performance, and SEO.

EDUCATION

Professional Masters in Games Development, Abertay University Sep 2021 – Sep 2022

- **Awards:** Saltire Scholar
- **Honors:** Merit, 3.71 GPA (US Equivalent: *magna cum laude*, 3.9 GPA)

Bachelor of Arts in Media Arts, University of Montana Aug 2013 – May 2018

- **Minor:** Computer Science
- **Awards:** Horatio Alger Scholar
- **Honors:** *summa cum laude*, 4.0 GPA

CERTIFICATIONS

- 2025: **Google Analytics Certified**, Google via Skillshop
- 2018: **Security+**, CompTIA

AWARDS & RECOGNITION

- 2022: **IG50 Winner**, *Into Games*
- 2021: **Winner, Best Overall**, *Kilted Otter Game Jam*
- 2018: **Best Visual Design; Best Content Manager**, *University of Montana Web Awards*
- 2017: **1st Place, Digital Design**, *ACUI Region IV "Steal This Idea" Competition*
- 2015: **Speaker**, "How To: Custom Designs for Online Courses," *Mountain Moodle Moot*
- 2012: **Honor Graduate**, *USAF Basic Military Training*; **Top Graduate**, *Cyber Systems Tech School*