Jessica Branks

Product Designer | UI/UX Designer
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Summary

Product designer who builds working prototypes and has experience shipping front-end changes with AI coding tools. Sole designer on a wound-care electronic health record (EHR), with earlier work for the CDC and McGraw Hill. Trained in architecture.

Experience

CodeDrifters | UI/UX Designer

Remote | October 2024 – October 2026

On Site Wounds EHR, sole UI/UX designer on a web and tablet app for wound-care clinicians

- Redesigned scheduling around schedulers' daily work, raising coverage of core tasks from 7 of 10 to 9 of 10.
- Ran a 3-day charting test that uncovered data-loss bugs, then redesigned the visit lifecycle and chart sign-off. Engineering adopted the design.
- Turned 3 user acceptance testing (UAT) sessions with clinicians into about 33 tickets, writing specs and building prototypes to settle unclear requests.
- Used Claude Code to build my designs directly in the production codebase, shipping 18 merged pull requests, including the scheduling redesign and the insurance and billing tab rebuild.

CDC contract, Human Centered Designer, with CodeDrifters as a subcontractor | October 2024 – April 2025

- Simplified navigation and core workflows in a CDC application, and added features based on user feedback.
- Updated UI components and layouts for accessibility, responsiveness and visual consistency.

Other client work

- Built a design system, website pages and chatbot on The Surrogacy Foundation's existing brand, and designed an iOS app for an inclusive fashion brand.

McGraw Hill | Product Designer

Remote | February 2022 – October 2024

- Helped build digital learning experiences for two K-12 programs designed for national release, creating prototypes, a design system, templates, style guides, icons and CSS.
- Music: primary product designer, helping create the digital experience, brand imagery and visual design guides.
- Literacy: helped design Emerge!, a K-5 reading and writing program now launched nationally, working closely with researchers. Also helped create its brand story and visual directions.
- Worked with developers, academic designers, accessibility specialists and marketing, and wrote tutorials on digital prototyping.

Earlier experience

- **TeamFlow LLC**, UI/UX Design Intern, Remote | September 2021 – February 2022
- **The Beck Group**, Architecture and Sustainability Intern, Dallas, TX | May – December 2019
- **Baron & Budd**, Administrative Assistant, Dallas, TX | June 2017 – January 2019

Education

Texas A&M University, Bachelor of Environmental Design, Magna Cum Laude | College Station, TX | December 2020

Skills

- **Design:** user research, usability and UAT testing, interaction design, information architecture, user flows, wireframing, prototyping, design systems, visual design, branding, accessibility (WCAG)
- **Tools:** Figma, Photoshop, Illustrator, InDesign, Procreate
- **AI tools:** Claude Code, Figma Make and ChatGPT, for prototyping, front-end builds and research synthesis
- **Front end:** HTML, CSS, Sass, Tailwind CSS, Bootstrap, JavaScript (basic), Git, GitHub
- **3D and architecture:** AutoCAD, Revit, Rhino, SketchUp, Enscape