

Jonathan Earley

UX Product Designer

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OBJECTIVE

Visionary UX designer & educator with over 15 years industry experience, blending design, strategy, and storytelling to craft empowering digital experiences for EdTech, AI, and impact-driven teams.

CERTIFICATIONS/PROFESSIONAL DEVELOPMENT

[Google UX Design Cert](#) (2021) [Adobe Certified Associate](#) (2021) [Microsoft TA - HTML, CSS](#) (2020)

EDUCATION

- **Master's of Professional Studies** in UX Design – MICA ([Maryland Institute College of Art](#))
- **Bachelor of Arts** in Digital Art & Animation – USV ([University of Silicon Valley](#))

EXPERIENCE

UX Product Manager, Stanford University (*Remote*)

June 2025 - Present (Long-term contract)

- Leading development of site architecture through user personas, sitemaps, user flows, and wireframes to support intuitive discovery of educational best practices for edtech designers.
- Collaborating with content experts to streamline taxonomies, optimize filtering systems, and design personalized pathways aligned with user challenges and design goals.
- Designing interconnected database architecture and analytics plan to inform future UX research, while establishing a scalable design system and brand aligned with current edtech trends.

UX Product Manager, Amiara (*Austin, TX*)

Dec 2024 - Mar 2025 (Long-term Contract)

- Delivered full-stack UX consultation, translating creative director's low-fidelity mockups to fully-functional, branded, front-facing landing page.
- Collaborated with Creative Director and CEO to develop a complete branding system and front-end prototype, resulting in a polished, AI-driven MVP that elevated investor and stakeholder confidence.
- Developed visual narrative translation of product value proposition, from concept proposal through final renderings and site implementation.

UX Product Manager, The Activation Project (*Austin, TX*)

May 2024 - Dec 2024 (Long-term Contract)

- Provided UX consulting and strategic product guidance to CEO of an AI-driven wellness health app, translating her vision into actionable design and development plans.
- Acted as liaison between founder and dev team, using an existing design system to build high-fidelity prototypes and guide implementation of new beta features.
- Conducted alpha and beta testing, offering detailed user feedback and applying microlearning and EdTech expertise to improve usability and habit-forming design.

UX Product Manager & Lead Researcher, Colegio San Jose de las Vegas (*Medellín, Colombia*)

May 2023 - Dec 2023 (Full-time)

- Designed accessible UI/UX for cross-department AI learning app; conducted deep user research with educators and students.
- Prototyped interaction flows in Figma; facilitated collaborative workshops with instructional designers and school director.

Co-founder, CEO, Tealix Design, LLC (Austin, TX / Remote)

Oct 2012 - Present (Owner)

- Founder and CEO of creative digital agency, offering UX Product Development, Branding, Creative Direction, and Project Management to Edtech, wellness, and tech startups across the US.
- Led team of frontend and backend developers, designers, art director, & illustrators to ideate and execute goals of clients across various industries.
- Developed & maintained multiple cross-platform (browser / iOS / Android native) gamified, team-based apps for multiple industries.

UX Department Chair, Center of Applied Science & Technology (San Antonio, TX)

Aug 2018 - Jun 2022 (Full-time)

- Pioneered and managed the first K-12 User Experience (UX) program in the United States, providing leadership and vision for the strategic direction and curriculum development.
- Developed comprehensive and innovative UX curriculum, incorporating the latest industry trends and practices to foster a stimulating and engaging learning environment for students.
- Guided the program's adaptation and resiliency during the COVID-19 pandemic, swiftly transitioning between remote, hybrid, and in-person learning methodologies and digital communication strategies to ensure uninterrupted learning experiences for students.

Instructional Designer / Instructor, Ivy Tech College (Remote)

Oct 2009 - Dec 2022 (Adjunct Faculty / Longterm Contract)

- Developed comprehensive UX design curriculum aligning with industry standards, learning objectives, and the latest trends in UX design.
- Utilized various instructional technologies and tools to enhance student learning experiences, such as interactive simulations, case studies, and real-world projects.

UX Product Consultant / Web Designer Wix (New York, NY)

Aug 2016 - Jun 2018 (Longterm Contract)

- Provided directional guidance during team critiques to Wix product developers to test, discuss, and inform alpha feature development.
- Presented expertise with Wix New York office through live presentations and demos.
- Conducted one-on-one user research and support with Wix customers of new Wix features.

SKILLS

Product Design, UX / UI Design, User Research / Usability Testing, Prototyping, Interaction Design, Instructional / Curriculum Design, App Development, UX Strategy, Design Systems Development, Creative Direction, Branding Development, User Flow Optimization, Storytelling, Accessibility Optimization, Equity-Centered Design, Generative AI Integration, Prompt Engineering, Workshop Facilitation, Microlearning Design, Project Management, Video Editing, Motion Graphics, 3D Modeling & Animation

TOOLS

Design / UI

Adobe Creative Suite (Figma / Figjam, Photoshop, Illustrator, Premiere, After Effects, InDesign, Dreamweaver, Animate, Firefly), Spline, Blender, Miro

Dev / Coding

Webflow, Wordpress, Framer, Squarespace, Git, HTML5, CSS3, Javascript, Python, XML, JSON

AI / LLMs

GPT, Grok, Claude, DeepSeek, Sora, Midjourney, Cursor, V0 / Vercel, Co-Pilot, Suno, Elevenlabs

Collaboration

Trello, Asana, Monday, Basecamp, Notion, Airtable, UserTesting, Slack, Teams, Google Suite