

Noah C. Jones

UI/UX Designer & Front-End Developer · Accessibility-Focused · CS Graduate · noahcjones.dev · (504) 413-9048 · jonesncharbonnet@gmail.com

SUMMARY

Design engineer and front-end developer with a CS degree (LSU) who builds accessible, user-centered digital experiences end-to-end — from UX research and Figma systems through production-deployed code. Proven track record designing for underserved and diverse populations, with hands-on accessibility work validated through real-user usability testing. Experienced in HTML5, CSS3, JavaScript, and responsive design with a deep commitment to WCAG/ADA compliance — not as a requirement, but as a design standard. Motivated by public impact and passionate about building digital products that serve every member of a community equally.

EXPERIENCE

- Independent Design Engineer · Freelance

Jan 2026 – Present

 - Design and develop client-facing digital products end-to-end — UX research, AI-assisted design workflows, Figma systems, and production frontend code across concurrent client projects.
 - Manage client relationships, technical requirements, scope definition, and iterative delivery; translate business goals into functional, accessible web experiences.
- Behavioral Technician (RBT) · Brennan Behavioral Group · Hi Rasmus Platform

May 2026 – Present

 - Conduct 5 weekly one-on-one ABA therapy sessions under a BCBA-supervised treatment plan; collect and analyze multi-type behavioral data using the Hi Rasmus clinical platform.
 - Report findings directly to supervising BCBA to inform evidence-based treatment adjustments and resource allocation across diverse client populations.
- Graphic Designer & Student Coordinator · LSU Office of Civil Rights & Title IX

Aug 2024 – Nov 2025

 - First point of contact for students navigating Title IX processes; managed scheduling, intake, and front desk operations using Microsoft Office Suite.
 - Produced ongoing social media graphics, email communications, and institutional collateral maintaining brand visual identity across all platforms using Figma and Adobe Creative Suite.
- IT Intern · Baton Rouge STEM

Jun 2024 – May 2025

 - Led full website redesign contributing to a 250% increase in program registrations (20 → 70+); built Python and C# automation tools to streamline internal workflows.
 - Provided IT support across Windows systems; supported CI/CD deployment pipelines and documented technical resolutions for recurring issues.
- Substitute Teacher · InspireNOLA Charter Schools · Alice Harte Elementary

Jan – May 2026

 - Taught PreK–8th grade across rotating subjects daily; adapted instruction in real time to meet diverse learning needs in a high-demand classroom environment.
- Coding Instructor · 100 Black Men of Metro Baton Rouge

Jun – Aug 2023

 - Designed and delivered curriculum in C++, Python, and OOP; guided project development, debugging, and requirements translation for students with no prior coding experience.
- Graphic Design Lead · LSU Office of Diversity, Equity & Inclusion

Aug 2019 – Jun 2023

 - Led visual design across institutional campaigns — social graphics, email communications, event collateral, and print materials; iterated through structured critique sessions.
 - Managed stakeholder relationships across concurrent projects using Figma, FigJam, and Adobe Creative Suite; maintained visual consistency across all DEI communications.

SHIPPED PRODUCTS

- BandBuilder — Unity · Accessibility Research · Accessibility-first music game for children with autism; usability tested with real users ages 5–8; zero failure states by design — every interaction succeeds.

2025
- Tempo Trails — Unity Capstone · 5-Person Team · CS capstone game helping children on the autism spectrum explore emotional expression through music; led all UI design and accessibility feature implementation.

Jan–May 2025
- StayFinder AI — Live · AI-Powered App · Full-ownership AI travel concierge built with Claude AI — conversational interface, live search, map visualization, and mobile-optimized UX deployed to production.

Apr 2026
- EternalNJEM — Live Client Platform · Fan-facing platform for a professional artist — audio/video integration, multi-platform streaming, booking system, and fully responsive design.

2025–Present
- ★ Bubble Hero — Global Game Jam · 5-Person Team · Won 1st Place, Best Overall Game — led and collaborated to design, build, and ship a complete game in 48 hours.

TECHNICAL SKILLS

- Languages:** Python · C# · JavaScript · TypeScript · HTML5 / CSS3
- Frameworks & Tools:** React · Node.js · REST APIs · SQL Server · MongoDB · Git / GitHub / CI/CD · Linux · Automation Scripting
- Design:** UI/UX Design · Figma · FigJam · Wireframing & Prototyping · Design Systems · Adobe Creative Suite · Brand Identity · Typography
- Accessibility:** WCAG 2.1 AA/AAA · ADA / 508 Compliance · Accessibility Usability Testing · Inclusive Design
- CMS & Platforms:** WordPress · SharePoint · Microsoft Office Suite · Notion · Visual Studio Code · Agile / Scrum
- AI:** AI-Assisted Web Design · Prompt Engineering · Claude AI · ChatGPT · AI in Game Development · Technical Documentation

EDUCATION & CERTIFICATIONS

- B.S. Computer Science · Minor: Digital Media Arts & Engineering · Louisiana State University, Baton Rouge, LA

Dec 2025
- Study Abroad: American University in Cairo (Aug 2023–Jun 2024) · Arabic Language Institute, Fez, Morocco (May–Jun 2023) · HubSpot Content Marketing Cert. · NSBE Member · LSU Engineering Mentor · Instructor, 100 Black Men