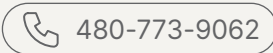
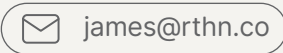
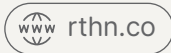




James Rothen

Design Engineer



About

Nice to meet you! I'm a Phoenix-based designer with over 10 years in the design world across multiple industries. Good design can be difficult to achieve, and I live to solve difficult problems.

Working at the intersection of design and code is where I strive to be. Design often stops once everything looks good, but I go beyond that. I build things to have purpose, every pixel intentional.

Experience

Epiq Global — Design & Development Engineer (Contract)

July 2025 to July 2026 — Phoenix, AZ (Remote)

Proposed and shipped 3 production tools (2 InDesign plugins, 1 web app) adopted by all 14 members of the DDE/QA team. They saved about an hour on OCR-heavy jobs, cut 30-minute proofreading passes by two-thirds, and reduced mail ID generation from 10–15 minutes to under 2.

Maricopa County — UX/UI Designer (Contract)

August 2024 to May 2025 — Phoenix, AZ (Hybrid)

Audited 276 pages and states during the rebuild of the county's property tax portal, and built 71 new components into a shared design system. Trained developers in Figma Dev Mode and set up spec reviews, so the team pulled from one system instead of separate libraries.

Berkadia — Multimedia Designer

February 2019 to May 2024 — Scottsdale, AZ (Hybrid)

Launched microsites for dozens of apartment properties from reusable templates, often in 1–2 days. Built interactive PDF tools adopted team-wide, and produced offering memorandums, drone videos and national convention collateral.

Skills

Design

User Research
User Experience
Wireframing
User Interface
Visual Design
Interaction Design
Interactive Prototyping
Motion Graphics
Design Systems
Agile Workflow
AI Workflow

Build

Figma
Adobe CC
HTML/CSS
JavaScript
ExtendScript/JSX
Godot
GDScript
Claude Code

Education

The Art Institute of Phoenix — Concentration: Graphic Design & Visual Effects

May 2013 to August 2015 · Coursework