

Jaeger Kolstad

Creative Designer - UX, Product, Graphic Design

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Hello! My name is Jaeger Kolstad. I am a Product and User Experience Designer based in Minneapolis Minnesota, and am currently open to work in remote US or Minneapolis settings. In addition to traditional design skills I also have entrepreneurial experience, founding and leading a table top game publishing company, The Adventurer's Press.

Education

University of Minnesota

Bachelor of Science

Major - Product Design

Minor - User Experience

Skills

Visual

- Sketching
- Branding
- Packaging
- Fabrication

Software

- Figma
- Adobe Suite
- Solidworks
- Keyshot

Interaction

- Wireframing
- User Research
- Market Research
- Prototyping
- User Testing

Coding

- HTML
- CSS
- C++

Work Experience

Freelance - Visual Designer / Production Designer

September 2023 - Present **Minneapolis, MN**

- Create digital and print promotional graphics
- Format and optimize files for print production
- Edit video content using Davinci Resolve, Adobe Premiere Pro
- Create animations and visual effects using Adobe After Effects
- Create 3D models for digital assets and physical products

The Adventurer's Press - Founder & Lead Designer

February 2022 - Present **Minneapolis, MN**

- Develop and maintain an e-commerce site using Shopify
- Design digital and physical products, product packaging
- Document and maintain an internal digital asset library
- Manage a small team of designers and artists
- Collaborate with printing and manufacturing partners
- Create effective digital and physical marketing content

University of Minnesota - Print Lab Customer Service Rep.

January 2022 - May 2023 **Minneapolis, MN**

- Optimize digital files for production on large format printers
- Mentor students and staff to design for print production
- Operate and maintain laser and large format inkjet printers

University of Minnesota - Fabrication Lab Technician

February 2020 - May 2023 **Minneapolis, MN**

- Instructed students in design thinking, and prototyping
- Monitored, repaired, and operate shop equipment and tools
- Operated 3D printers, laser/plasma/water jet cutters, and CNC routers

Guidewire Software - User Experience Intern

May 2022 - August 2022 **Remote, US**

- Develop documentation, wireframes, and prototypes for SAAS products
- Collaborated with multinational engineering and development teams
- Beta tested UX learning courses and instructional content within Figma