

Janet Blake

Senior UX / Product Designer

About me

Hi, I'm Janet Blake! I am a senior user experience / product designer with over 5 years of experience in enterprise user experience design and product strategy.

My passion is for crafting elegant digital solutions that have a large impact across products and platforms. I thrive in a fast-paced environment, and love working on slow-burning, impactful product innovations that lead to big wins for customers and the business.

In 2019 I made a career transition from human resources to user experience. You can read more about me and my career transition on my blog: janetblake.info/blog.



Work experience

Senior UX Designer at Jamf

March 2024 - Present Minneapolis, MN (Remote)

- Spearhead and contribute to multiple strategic vision projects focusing on improved usability, heightened product quality, and market competitive features that influence product roadmaps
- Partner with user experience research team to design, conduct, and participate in various user workshops and surveys to help inform design work for multiple projects
- Act as embedded design resource on critical, large-scale, platform-focused projects (ex: security product unification, account hub, unified login / SSO, and more)

UX Designer I - UX Designer II at Jamf

UXDI | January 2019 - March 2021 Minneapolis, MN
UXDII | March 2021 - March 2024

- Worked as lead designer on a net new software product, Jamf Account -- designed and implemented MVP and multiple releases allowing users to simplistically access critical platform-level functionality
- Acted as embedded design resource with multiple agile development teams simultaneously to implement various user experience solutions that increased usability and feature adoption by users
- Established design team best practices to help shape design process, resulting in more consistent user experiences and streamlined collaboration with development teams
- Responsibilities included collaboration with product managers, UX research, tech comm, and development teams, heuristic analysis, wireframes, design ideation, prototypes, and User acceptance testing (UAT)
- Collaborated with software development research team and principal UX designer to ideate and design solutions for EC2 Mac management that headlined at annual JNUC user conference in 2022

Previous experience

2008 - 2019

- Human Resources / Recruiting at Jamf (Jan 2015 - Jan 2019)
- Training Content Developer / HR Associate at Magenic (April 2013 - January 2015)
- Human Resources at The Nerdery (November 2011 - April 2013)
- Sales & Coordination at Comcast (January 2008 - November 2011)

Tools and skills

- Visual design | Figma, Sketch, Adobe Suite
- Wireframing, IA, prototyping | Figma, Axure, Balsamiq
- User research & testing | Maze, Survey Monkey, Dovetail
- Project management | Miro, Atlassian Suite, Aha, MS Office Suite, Google GSuite
- UX / UI Design
- Design thinking
- Design systems
- User journey maps & experience mapping
- Agile methodologies

Education and certifications

UX Certificate (100% complete) | UX Master Certificate (3 courses needed)

Nielsen Norman Group (NN/g) 2019 - 2021 St.Paul, MN

Biology and psychology studies

College of St.Catherine 2005 - 2008 St.Paul, MN

Achievements and interests

Most Valuable Team Member (MVT) Award

Jamf PD&D Team October 2023

I was nominated by my peers for outstanding performance and teamwork and was one of 22 winners on a team of 688 people in the product development and engineering organization.

Bagpiper | Instructor | Chief Marketing Officer

MN Pipes & Drums 2001 - Present

I have played with the Minnesota Pipes and Drums for many years. We are a competitive bagpipe band and certified 501(c)3 non-profit organization with a mission to share traditional Celtic music with our community and offer free lessons to anyone who is interested in learning.

Contact me



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