

JEFFREY GAGE  
**A LETTER OF INTRODUCTION**

Dear Ministry Leader,

Thank you for taking the time to review my CV.

My name is Jeffrey Gage, and I am currently exploring opportunities to serve with a Christian ministry in Colorado Springs.

Throughout my career, I have worked at the intersection of communication, technology, and ministry. While the titles have varied, from software developer and user experience designer to publishing director, technical writer, and missionary technologist, the work itself has remained consistent: helping organizations communicate more clearly, work more effectively, and turn ideas into reality.

I enjoy bringing clarity to complexity. Sometimes that has meant designing software, building websites, writing documentation, creating educational content, or improving user experiences. Other times it has meant leading publishing projects, producing communications, mentoring others, speaking at conferences, or helping teams align around a shared goal.

Since 2010, my wife and I have served as missionaries with Greater Europe Mission and, more recently, LightSys Technology Services. During those years we lived in Germany, partnered with churches and supporters across North America, and contributed to projects supporting evangelism, discipleship, prayer, Bible engagement, and global missions. That experience has given me a deep appreciation for both the opportunities and challenges faced by ministry organizations, as well as the importance of stewarding people, resources, and communication well.

As I consider the next chapter of my career, I am seeking opportunities to apply my experience in technology, communications, publishing, and leadership in service to the mission of the Church.

The pages that follow provide additional information about my professional experience, ministry involvement, and selected projects. If you believe my background may be a good fit for your organization, I would welcome the opportunity to learn more about your ministry and discuss how I might contribute.

Thank you again for your time and consideration.

Jeffrey Gage  
Colorado Springs, Colorado  
719-725-0707 • [egag21@gmail.com](mailto:egag21@gmail.com) • [jeffgage.net](http://jeffgage.net)

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Colorado Springs, Colorado

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### PROFESSIONAL SUMMARY

Ministry Technology & Communications Professional with 25+ years of experience at the intersection of technology, communication, and ministry. Proven track record in software development, digital communications, publishing, technical writing, user experience design, and leadership, helping organizations communicate clearly and develop practical solutions that support their mission.

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### CAREER HIGHLIGHTS

- 15 years of international missionary service with Greater Europe Mission and LightSys Technology Services.
  - Cultivated and maintained relationships with more than 750 ministry partners, churches, and supporters.
  - Led a publishing team of five professionals supporting curriculum used by more than one million Bible study participants worldwide.
  - Served on planning committees for ICCM-Europe and ICCM-Americas, helping shape ministry technology conferences for global Christian leaders.
  - Produced recurring ministry communications including newsletters, articles, video updates, technical documentation, and training resources.
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### CORE COMPETENCIES

- **Technology & Design:** UX Design, Front-End Development, Angular, TypeScript, Responsive Design, Design Systems, AI-Assisted Development
  - **Communications & Publishing:** Technical Writing, Editing, Content Development, Storytelling, Curriculum Development, Documentation, Training Materials
  - **Leadership & Ministry:** Team Development, Cross-Cultural Ministry, Public Speaking, Conference Planning, Partnership Development, Mentoring
- 

### PROFESSIONAL EXPERIENCE

#### Technical Designer • LightSys Technology Services • 2025-Present

- Lead UX design, front-end development, technical communication, and ministry technology initiatives.
- Contribute to projects including the GRN Map App redesign, MissionInfoBank modernization, Code-a-Thon, Quick Updates, and ICCM-Americas.
- Use AI-assisted workflows to accelerate research, planning, design, and software development.
- Collaborate with ministry leaders and stakeholders to improve digital tools, communications, and user experiences.

## Missionary Technologist • Greater Europe Mission • 2010-2025

### UI/UX Designer & Front-End Developer • eDOT • 2010-2024

Designed and developed websites, applications, and digital tools supporting evangelism, discipleship, communication, prayer, and outreach initiatives across Europe and beyond.

- Led and contributed to projects across the full software development lifecycle, from concept and design through deployment and ongoing enhancement.
- Designed user interfaces and user experiences for web applications serving diverse international audiences.
- Leveraged AI-assisted development tools to accelerate research, design, problem-solving, and software development within ministry technology projects.
- Collaborated with ministry leaders, communicators, and software developers to translate ministry objectives into effective digital solutions.
- Presented workshops, mentored interns, and provided guidance to ministry staff and volunteers.
- Served on the planning committee for ICCM-Europe from 2015-2020.
- Contributed to more than a dozen ministry technology projects, including Soul Connection, Pearl of Great Price Treasure Hunt, C2C Story, Neden Isa, and numerous ministry websites, applications, and outreach initiatives.

### Web & UX Designer • GemStone Media • 2024-2025

Helped launch and support a digital outreach initiative focused on engaging spiritually curious audiences through media and in-person conversations.

- Designed and launched CinemaOutreach.com, an evangelistic platform using film discussion as a bridge to meaningful spiritual conversations.
- Developed user-centered web experiences focused on accessibility, engagement, and clear communication.
- Collaborated with ministry leaders to support outreach strategies through digital media and technology.
- Applied UX design principles to improve visitor engagement and encourage deeper exploration of faith-related content.

## Director of Publishing • Community Bible Study • 2006-2009

- **Team Leadership:** Led a publishing team consisting of four editors and a graphic designer supporting a global Bible study ministry serving more than one million participants worldwide.
- **Curriculum Development:** Directed the development, editing, design, and production of hundreds of curriculum documents used worldwide.
- **Content Creation:** Oversaw and managed the creation of new studies covering Genesis and Job.
- **Publishing Operations:** Established publishing standards, workflows, and production processes that improved consistency and efficiency.

## Technical Writer & Designer • Software Industry • 1998-2006

Created software documentation, training materials, online help systems, and user guides for three different corporations in Orange County, California.

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### MISSIONARY SERVICE & PARTNERSHIP DEVELOPMENT

- **Partnership Development:** Cultivated and maintained relationships with more than 750 ministry partners, churches, and supporters.
  - **Written Communications:** Produced newsletters, ministry reports, prayer updates, and supporter communications.
  - **Video Production:** Recorded, edited, produced, and published recurring ministry update videos.
  - **Public Speaking:** Presented regular ministry updates to churches, small groups, and ministry partners.
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### CONFERENCE LEADERSHIP & SPEAKING

Speaker and workshop presenter at ICCM conferences and frequent presenter in churches and ministry gatherings.

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### MINISTRY LEADERSHIP

- Founded and led men's discipleship, accountability, and Bible study groups in California, Colorado, and Germany.
  - Helped lead English Evenings for eleven years, building relationships through language exchange and community outreach.
  - Led Bible-based small-group discussions focused on discipleship, accountability, and community building.
- 

### EDUCATION

**BA, English** - California State University, Fullerton

**BA, Biblical Studies** - Calvary Chapel Bible College, Twin Peaks, California

# Design Portfolio

Jeffrey Gage | [egag21@gmail.com](mailto:egag21@gmail.com) | 719 725-0707

## Introduction

Thank you for viewing my portfolio. In this collection, I highlight design prototyping, wireframing, and process examples from past projects.

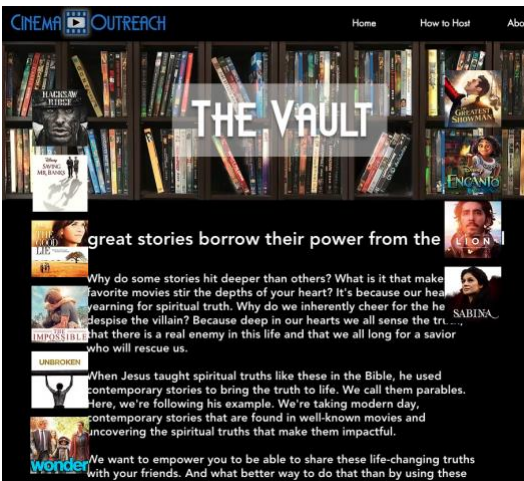
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## CinemaOutreach.com

You can still view portions of the original site at [www.cinemaoutreach.com/vault](http://www.cinemaoutreach.com/vault). The original home page mainly advertised two movies, with only a small link to The Vault. Through several conversations, it became clear that The Vault should be the primary focus of the page.

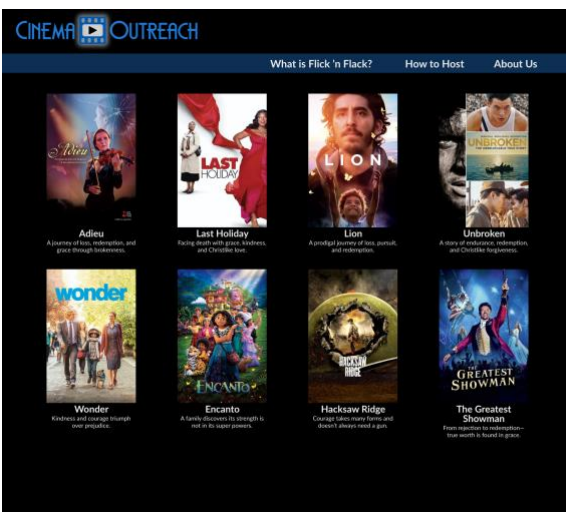
### Original Home Page



CinemaOutreach was conceived by James Mayer, leader of GemStone Media. He believed that some Hollywood films contain Gospel “nuggets” and can serve as modern-day parables. The site was designed to provide resources that help viewers see these movies from that perspective.

I joined the project about a year later, after the team had paused due to other priorities. My role was to build on their foundation and move the project forward.

### Home Page Sketch Process for GemStone Media and CinemaOutreach.com



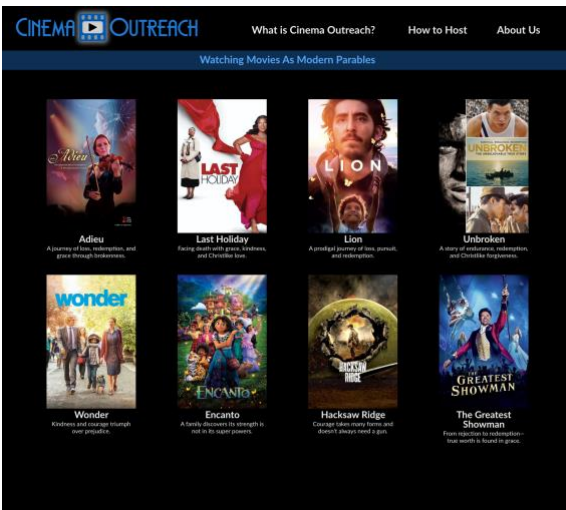
#### New Front Page, 1<sup>st</sup> Draft

I wanted to make the movies the main focus of the page.

In my first draft, I made the movies the main focus of the page. Feedback was largely positive, but users requested clearer guidance on how to use the site and a stronger explanation of its purpose.

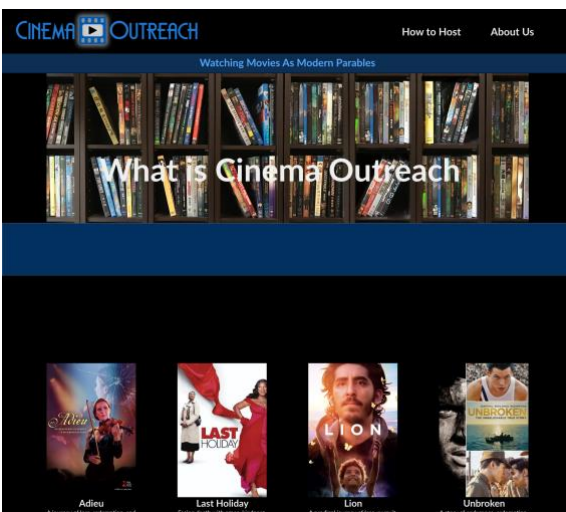


I also created a mobile mockup to show its planned responsiveness.



### New Front Page, 2<sup>nd</sup> Draft

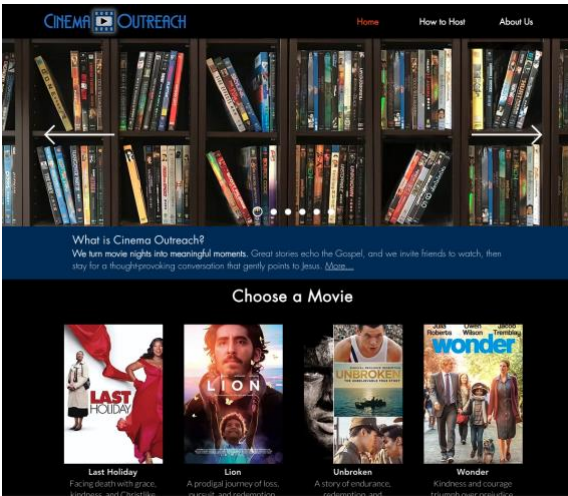
For the second draft, I added a ribbon below the heading menu. Feedback indicated this still did not provide enough guidance on how to use the site.



### New Front Page, 3<sup>rd</sup> Draft

In the third draft, I added a hero image at the top that linked to the "What is..." page. Feedback was positive but called for more clarity. From this, I developed the idea of making the hero image a slider, with each slide explaining a step in using the site. Rather than sketching this version, I built it directly into the site.

## Final Product



## Final Product

Although several iterations after the third draft were lost in the process, GemStone Media was pleased with the final product. They are now working to expand its content.

See [www.CinemaOutreach.com](http://www.CinemaOutreach.com).

## eDOT's Official Design Process

### eDOT's UI/UX Design Process

Here is the process eDOT follows to design the projects we choose to pursue.

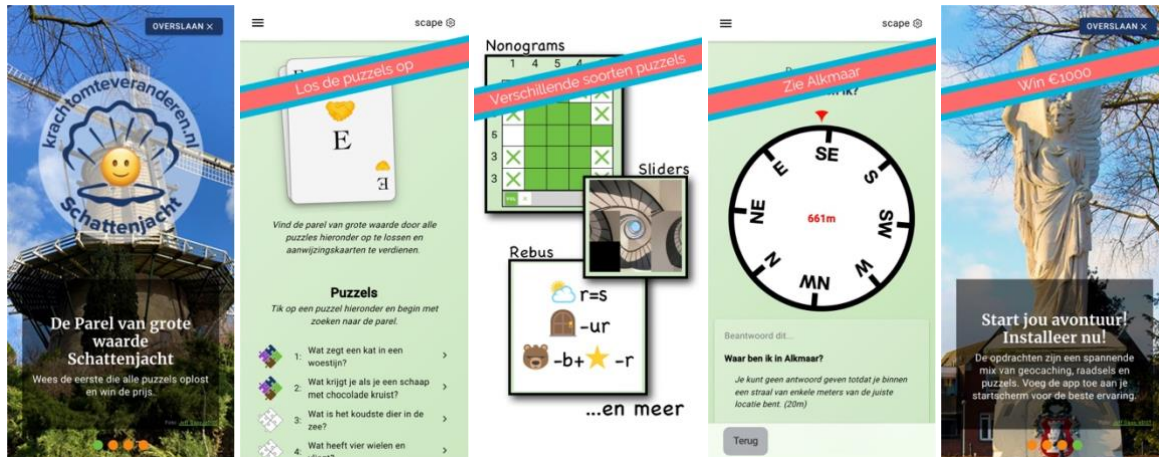
#	Stage	Step	Description	Responsibility Assignment Matrix			
				Responsible	Accountable	Consulted	Informed
A.	Inception	Interview Potential Partner for Needs	<p>Discover problems a potential ministry partner might be experiencing through relationship building, focus on problems that hinder the ministry they're doing and then begin exploring how a tech solution might solve that problem.</p> <p>Two examples:</p> <ul style="list-style-type: none"> <li><b>CIC Story:</b> Our partner illustrated a method of evangelism with the intent to print to paper. By developing a digital solution, we multiplied the effectiveness of this outreach tool.</li> <li><b>Filipetti:</b> Our partner was struggling to create a website for a new Bible study resource. We were able to take their research and deliver not only a web tool, but also an app version now available on iOS and Android devices.</li> </ul> <p>Result: A partner that wants to explore how eDOT might be able to partner with them.</p>	eDOT Partner Owner	eDOT	UI/UX	
B.	Inception	Overall Project Description & Info	<p>Define the potential partner's</p> <ul style="list-style-type: none"> <li>Overall Mission/Vision</li> <li>Specific ministry purpose and calling where eDOT might partner</li> <li>The problem (burned point) that eDOT might be able to solve</li> <li>How they're solving the problem now</li> <li>Why that solution is insufficient</li> <li>What we're proposing as a replacement/improvement</li> </ul> <p>Result: A document that defines the above. This document is the beginning of Project Info Analysis and is delivered at Milestone #1.</p>	Owner	Partner	UI/UX	

## UI/UX Design Process

[This document](#) outlined our ideal UI/UX design workflow. While real-world projects often required exceptions, it was useful in clarifying our priorities and ideals.

# Pearl of Great Price Treasure Hunt

## Gamified Outreach Tool



### Many Puzzle-Types in One Game

[The Pearl of Great Price Treasure Hunt](#) (Pearl) was my most challenging and rewarding project. This app featured multiple types of games, including word puzzles, fill-in-the-blank puzzles, rebus puzzles, follow-the-compass puzzles, sliders, and nonograms. Each puzzle type could also be configured to be location-based, requiring players to be in a specific area of the city before the answer field appeared. Because the app offered a cash prize, we built in security and anti-cheating measures to ensure fairness. And the final product is in Dutch, a language I haven't learned yet. To accomplish this, we worked closely with stakeholders and conducted several rounds of playtesting.

# Soul Connection's Design Process

## Initial Research

Soul Connection  
 UX Functional Specification

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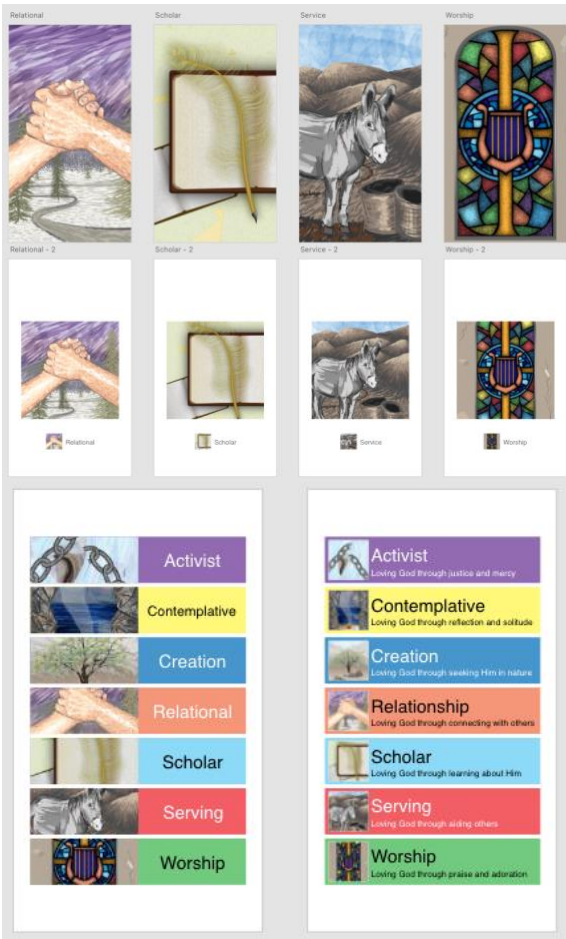
## Soul Connection UX Functional Specification

[The Soul Connection UX Functional Specification](#) went through four iterations and documented every aspect of the user experience, including unique terminology and color palettes. It served as a reference throughout the app's development.

## Soul Connection Flow Chart

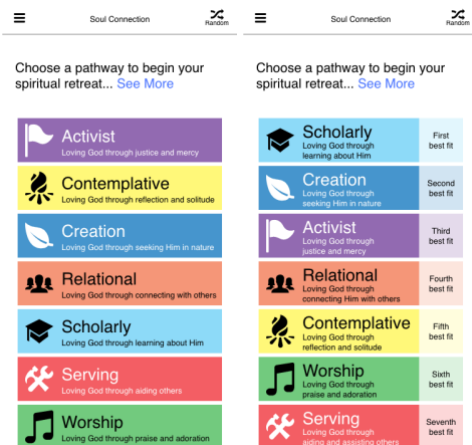
I created this flow chart in MS Visio to help conceptualize the project at a high level. Portions of it were incorporated into the UX Functional Specification.

## Design Begins



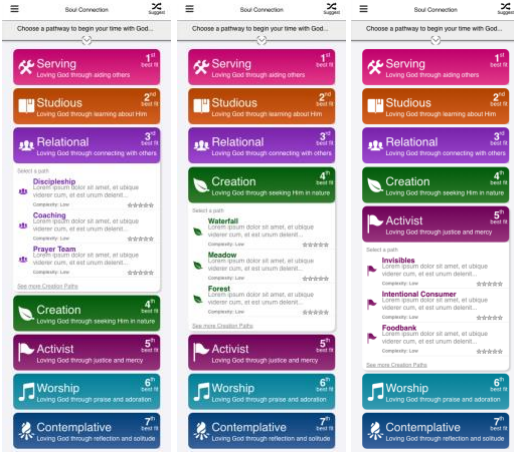
## Commissioned Art

During this phase, I commissioned an art major intern to create a series of illustrations representing the app's seven pathways. While we ultimately chose a different direction, this was valuable creative exploration and a good experience for the intern.



## More iterations

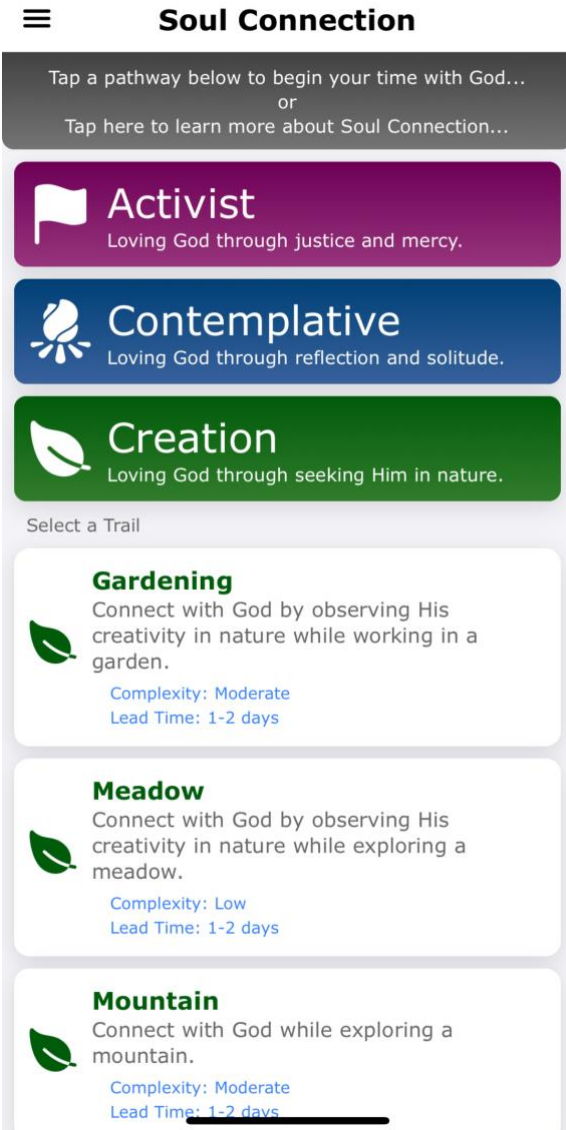
We explored several additional iterations of the home page, refining layout and functionality based on ongoing feedback.



## Getting Closer

These were the final Adobe XD sketches before moving to implementation. As the sole front-end developer on this Ionic project, I faced several challenges that pushed me to grow, working closely with stakeholders and users to refine the app.

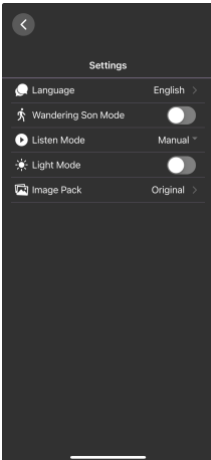
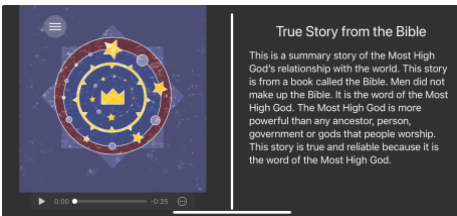
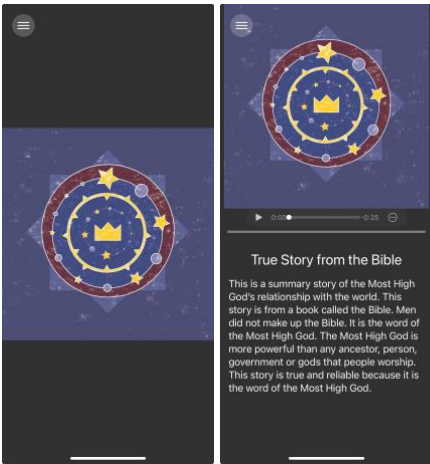
## Final Product



## Final Product

This screenshot shows the final app, which closely matches the XD design. Particular care was given to color selection to assist color-challenged users, and consistent symbol/color combinations were applied throughout.

## C2C Story (2.0, 3.0, and 4.0)

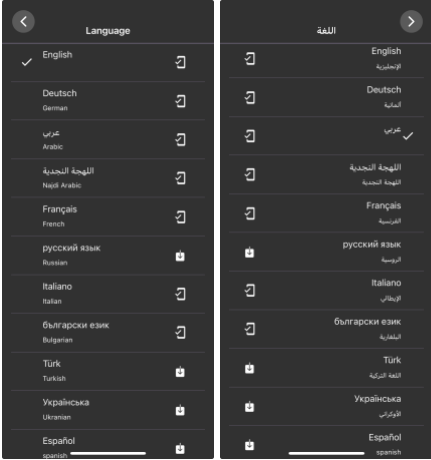


### Chief Designer and Front-End Dev

As Chief Designer and Front-End Developer, I worked on multiple versions of C2C Story. While I don't have screenshots of every iteration, my designs focused on simplicity and clarity. Later versions incorporated both text and audio access, with layouts optimized for both portrait and landscape orientations.

### Settings

I also designed the settings page and all subsequent subpages.



## Right-to-Left

One special feature was full right-to-left support. If a right-to-left language was selected, the entire app interface flipped accordingly. This was based on feedback from Arab speakers, who noted that many Western apps only switch text direction without adjusting the overall layout.

## NedenIsa.eu



## Purpose and Plan

Two independent groups—one in Vienna, Austria, and the other in Cologne, Germany—approached my team for help. They wanted to run social media campaigns offering Turkish people free Bibles but needed a way to collect shipping information. Since the younger audience spoke German and the older spoke Turkish, we created [www.NedenIsa.eu](http://www.NedenIsa.eu), a bilingual website serving as the landing page for their outreach.

