

# Ashley Kuhn

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## Summary

- Enthusiastic UX/UI designer with a background in geospatial technology.
- Successful in a collaborative environment, with experience in team management, leading meetings, creating documentation, and conducting training.
- Previous experience has included fieldwork, office work and remote work, providing a wide range of perspectives on how user interfaces in websites, software, and applications can be improved for a variety of different use cases.
- Self-motivated learner, excited to share and improve my skills with a great team.

## Technical Skills

**UX/UI:** Figma, XD, Miro | Low-Fidelity Prototyping, High-Fidelity Mockups, UI Pattern Libraries, Heuristic Evaluation, Human-Centered Design, Web Accessibility, User Interviews & Testing

**Design:** Adobe Suite - Illustrator, InDesign, Photoshop, After Effects

**Web Development:** VSCode - HTML, CSS, Bootstrap, JavaScript

**ArcGIS:** Desktop, Pro, Online, Dashboard, Field Apps

**UAV:** Part 107 License | DJI GO 4, Pix4D, Maps Made Easy, SiteScan

**Terrestrial LIDAR Software:** Leica Cyclone 360, Leica 3DR, FARO Scene, Matterport

**3D Modeling:** Blender

## Experience

### Acquisition Operations Lead

November 2019 – September 2022

#### Aethon Aerial Solutions

San Diego, CA

- Promoted from UAV Pilot & Lidar Technician to Acquisition Operations Lead.
- Oversaw 10+ field teams' data acquisition efforts, ensuring all equipment, crews, and project details were prepared.
- Lead daily safety meetings for the UAV pilots.
- Responsible for project tracking and scheduling, utilizing mapping software such as ArcPro and Google Earth.
- Managed terrestrial lidar projects, responsible for keeping track of the field data, post-processing, and quality checking the final deliverables.
- Created training documentation and led training presentations for new staff.

### GIS Field Technician

June 2017– November 2019

#### D&W Consulting

Irvine, CA

- Consulted with the Irvine Company to create GIS maps and 3D models for over 40 retail shopping centers.
- Collaborated with operations, sales, construction, and design managers to iterate on map designs and determine data collection needs.

**GIS Analyst Intern**

April 2016 – June 2017

**County of San Luis Obispo**

San Luis Obispo, CA

- Developed thematic maps and graphics for community plans and public meetings.
- Interpreted and digitized archaeological surveys, biological reports, and environmental impact reports in ArcMap.

## **Education**

**UX/UI Certificate: University of California, Irvine**

*Graduated January 2023*

An intensive 24-week long boot camp dedicated to design thinking, user experience, user interface design, and web design.

**Bachelor of Science in Anthropology and Geography, Minor in City and Regional Planning:**

**California Polytechnic State University, San Luis Obispo**

*Graduated March 2017*