

Kay Davis

Designer + front-end developer

About me

I am a seasoned UX/UI designer with over 12 years experience designing websites and applications for some of the worlds most loved brands. Most recently I spent the last year learning front-end development through the University of Washington's full-stack bootcamp program.

My passion is to create simple, delightful experiences that are universally accessible to all, that scale across platforms, feeling natural on any device.

Experience

Principal Design Manager - Design Systems / Microsoft Teams
2020 - Current

Senior Design Manager - Design Systems / Microsoft Teams
2019 - 2020

Senior Interaction Designer - Skype [Microsoft]
2017 - 2019

Product Designer - Microsoft Windows
2017 - 2017

Interaction Designer - Skype [Microsoft]
2015 - 2017

Experience Design Manager - LEGO.com & Consumer Experiences
2015 - 2015

Creative Lead - LEGO.com & Consumer Experiences
2012 - 2015

Senior UX Designer - LEGO Consumer Insights & Experience Innovation
2011 - 2012

Experience Designer - LEGO Consumer Insights & Experience Innovation
2009 - 2011

Education

University of Washington
Full-Stack Developer Certification
2020 - 2021

Ravensbourne College of Design and Communication
BA (Hons) Graphic Design
2005 - 2009

Contact

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LinkedIn
<https://www.linkedin.com/in/kaylei-ghdavis/>

Github
<https://github.com/FAC-73>

Portfolio
<https://fac-73.github.io/lost-sirens/>

Skills

HTML
CSS
Javascript
Jquery
Node.js

Design

UX & UI
Information Architecture
Systems / Component design
Typography

Tools + Prototyping

Figma
Sketch
Adobe XD
Axure Pro
Tumult Hype
Final Cut Pro
Adobe AfterEffects

Conferences & publications

UX London 2015
Guest speaker
"My tablet is my Teddy - how understanding children can help you design for everyone"

Universal Methods of Design
"LEGO Experience design wheel"