KAI USHER

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ACADEMIC QUALIFICATIONS

2015-2019   **Computer Science with Artificial Intelligence (BSc), Loughborough University, UK**
Modules including: Human-Computer Interaction, Computer Graphics, Programming for the WWW, Software Engineering, Databases, Embedded Systems and Mobile App Development.

Degree classification: First class with Honours.

2008-2015   **Northampton Academy, Northamptonshire, UK**

A-Levels: Computer Science (A), Geography (B), Mathematics (C)

EXPERIENCE

July 2019   **Racecheck – Head of UI/UX Design** (Present)
- As the sole designer and frontend developer in the company I worked across the entire product development lifecycle, from initial user research to building and shipping a wide range of features.
- Conducted various research tasks with both everyday users of the website and business clients to understand our problem space and ensure we were building products that met their needs.
- Worked remotely as part of an international team which required frequent and transparent communication to ensure day-to-day operations ran smoothly and efficiently.
- Effectively dealing with ambiguity and change was essential due to the company being an early-stage start-up.
- Coordinated high level business goals alongside feature-specific targets to not only shape the immediate impact for users but also the future direction of the platform.
- Technologies used: Figma, Sketch, Adobe Creative Suite, HTML5, CSS3, JavaScript, React, Git, Slack

June 2017   **IBM – Blockchain Software Developer Intern** (1 year)
- Developed production ready open-source software – was involved with the complete development process from planning and coding to testing and deployment.
- Worked with design teams to undertake various research tasks and understand how UX design is vital to the success of the product.
- Was part of a big team within a larger organisation so good communication was vital to ensure everyone was aware of progress; this often required working across time zones.
- Gained experience with presenting ideas and work to senior managers and clients.
- Volunteered on 'giveback' events – I was an activity host for Xplore IT 2017, an event in which year 5/6 students explore potential careers in technology.

Sept. 2013   **McDonalds** (2 months)
- Worked in a fast-paced, team environment that dealt with a high volume of customers.
- Established good customer relations to help maintain the major corporation's brand image.

SKILLS

Programming   Experience with a range of programming languages, focusing on HTML5, CSS3, JavaScript and Python. Experience using APIs, version control and testing frameworks.

Design   Experience with a range of design tools and methodologies including: Adobe Creative Suite (Illustrator, XD, InDesign, Photoshop), Figma, Sketch, Design Thinking, wireframing and prototyping.

Communication	My ability to communicate effectively was essential throughout my time in employment and voluntary work. Due to the diversity of the roles, I was required to communicate with co-workers, managers and end-users in an appropriate manner.
Team Work	Successful team work has been present in both employment and my degree. Functioning as a team was vital at Racecheck due to being a part of an internationally remote, albeit close-knit, development team following an Agile workflow; tasks were often shared which meant smart allocation and coordination was key.
Problem Solving	Problem solving is a key component in any computing project as the inherent aim is to produce an efficient and optimised end product. I believe an important part of my approach to problem solving is the ability to act fast and iterate at a moment's notice regardless of
Time Management	Throughout my studies I have managed my time in an efficient manner in order to meet all academic deadlines, establish a good work/life balance, and progress in personal side-projects. Whilst working remotely at Racecheck it was vital I was disciplined and self-motivated in regard to time management to retain maximum productivity.

POSITIONS OF RESPONSIBILITY

Sept. 2016   **Peer Mentoring** (1 Academic Year)
- I was the peer mentor for a group of eight Computer Science students in the year below me.
- The role was focused around being a support figure for the students and helping them with any queries; this ranged from academic problems to confidential personal support.
- Planning mentoring sessions allowed me to develop leadership, management, and organisational skills.

2013-2015   **Student Leadership Team**
- Member of the Northampton Academy Student Leadership Team throughout my time at sixth form.
- This role involved representing the sixth form on open days for prospective students, guiding visitors around the school, and ensuring that the views of the sixth form were always fairly expressed.
- It was vital to exhibit a professional manner in this role and always communicate clearly, either with members of the public or colleagues.

INTERESTS

Design	As my degree and experience in the technology industry has progressed I have found myself being more drawn to the design side of projects. Understanding how users interact with systems and how those systems can be designed to enhance efficiency and enjoyment is a big motivator for me.
Running/Fitness	I have always had an interest in health and fitness which stems from my desire to push myself and discover where my limits lie. I am an avid runner and highly enjoy the process of setting myself manageable goals to train towards and achieve - currently I'm training for a 52 mile ultramarathon!

REFERENCES

Available on request