KEDRICK AKONS

📞 (773) 507-7542 🏠 kedrickakons.com
✉ kakons@umich.edu in linkedin.com/in/kedrick-akons/

SKILLS:

Tools
Adobe XD, Figma, Miro, Mural, Photoshop, Illustrator

Design
User Flows, Story-mapping, Scenarios, Personas, Wireframing, Prototyping

Research:
Interviews, Surveys, Competitive analysis, Affinity Diagram, Usability Testing, Statistical analysis

Development:
HTML, CSS, Github, Python

EDUCATION:

University of Michigan
Ann Arbor, MI | May 2022 | 3.9 GPA
Master of Science in Information
User Experience (UX) and Human-Computer Interaction (HCI)

University of Michigan
Ann Arbor, MI | May 2020 | 3.0 GPA
Bachelor of Arts (BA)
Political Science

COURSEWORK:

- Design of Complex Websites
- Needs Assessment & Usability Evaluation

LEADERSHIP:

Support for Incoming Black Students Mentor
September 2020 - Present
Assisted with navigating campus as a black student and building a supportive community of peers

PROJECTS:

Product Designer | SI Connect
August 2020 - December 2020
- Utilized the design process from beginning to end to generate a digital solution to a problem that I wanted to solve
- Prototyped an interactive application to provide UMSI students a place to connect by finding and creating events for people to join

UX Researcher & Consultant | Client-Based
August 2020 - December 2020
- Used contextual inquiry frameworks to assist the client in improving their workflow and communication across various teams
- Wrote interview protocol, conducted research and interviews, created an affinity diagram, and wrote a final report for the client

EXPERIENCES:

Interaction Design
August 2020 - December 2020
- Gained experience with design thinking and design methods
- Worked on problem analysis and research
- Facilitated needfinding interviews, competitive analysis, user flows
- Designed sketches and a digital interactive prototype

Contextual Inquiry and Consulting Foundations
August 2020 - December 2020
- Developed skills in user-centered qualitative research methods and professional consulting
- Conducted stakeholder interviews, created an affinity wall, and co-wrote a final report
- Learned to manage projects and worked in teams to deliver a creative solution that benefits the client and the users

Fundamentals of Human Behavior
August 2020 - December 2020
- Gathered an understanding of psychological behaviors such as memory capacity and organization to help make useful design choices
- Designed effective interactive systems while understanding human behavior

Programming I
August 2020 - December 2020
- Acquired coding skills in Python
- Solved computing challenges thoughtfully