



## Kenny You

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## Experience

### Nintendo

UI Designer II  
June 2023 - Current

- Increasing user experience by leading the creation, auditing, and versioning of more usable components within the Nintendo Design System.
- Producing visual designs for multiple channels including Nintendo.com, on-device, social media, and global-scale marketing campaigns.
- Led the launch of the Center Stage Carousel on the forefront of Nintendo.com, allowing highly creative and story-driven content to be reached to millions of users.
- Visualizing, conceptualizing, and prototyping new interface experiences through assessing stakeholder's needs.

### Impact Theory

UI/UX Designer  
March 2023 - June 2023

- Led the creation of the design system for unification of visuals and opened opportunities to scaling designs across multiple platforms.
- Redesigned the primary and secondary websites to create a visually compelling and informational experience for users.
- Assisted in the design, build, and launch of Project Kyzen, a gamified and story-based NFT experience.
- Utilized various user research methodologies such as surveys, user interviews, A/B testing, and card sorting to better prioritize user satisfaction.

### WMI Worldwide

UX Designer  
June 2022 - March 2023

- Redesigned the timesheet for oRooster, a payroll and product management tool, based on user interviews/surveys.
- Prototyped interactive tutorials and onboarding screens for oRooster to inform users of essential features.
- Restructured Microsoft's Azure DevOps toolchain email template, increased conversion rate by 70%.

## Education

### University of Washington - Seattle

Bachelor of Science in Human-Centered Design & Engineering  
September 2018 - December 2022

## Skills

### Tools + Tech

- Adobe XD + Figma + Sketch
- Storybook
- Zeplin
- Adobe Creative Suite
- Google Cloud/Analytics
- HTML + CSS + JavaScript
- Java + Python + React.js
- Jira + Confluence + Asana

### Research

- Field Observations
- Usability Tests
- Affinity Diagrams
- User Interviews
- Focus Groups
- Surveys
- Card Sorting
- Stakeholder Analysis

### Design

- Information Architecture
- Wireframes
- User Flows
- Rapid Prototyping
- Design Systems
- Graphic Design