



Kenny You

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Experience

Nintendo

UI/Web Designer - Design Systems
June 2023 - Current

- Producing creative visual content for multiple channels including Nintendo.com, on-device, social media, and global-scale marketing campaigns.
- Leading the creation, maintenance, auditing, and versioning of components within the Design System.
- Working cross-functionally to understand full creative needs and provide innovative designs.
- Continuously proposing new designs, content, features, and standards to executive stakeholders.

Impact Theory

UI/UX Designer
March 2023 - June 2023

- Redesigning the primary and secondary websites.
- Assisted in the build and launch of Project Kyzen.
- Conducting user tests to improve product usability.
- Creating a design system for unification of visuals.

WMI Worldwide

UX Designer
June 2022 - March 2023

- Redesigned the timesheet for oRooster.
- Created interactive tutorials for oRooster onboarding.
- Designed email templates for Azure DevOps Team.

Projects

Reddit - Best in Communication Award (2022)
DubsTech 8th Protothon - 1st Place for Classic Track (2020)
Adobe Jam ft. Amazon - Design Exploration App (2020)
Seattle Children's Hospital - Scavenger Hunt App (2019 - 2021)

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
- Microsoft Office
- Google Cloud/Analytics
- HTML + CSS + JavaScript
- Java + Python + React.js
- Jira + Confluence + Asana

Research

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

Design

- Wireframes
- Storyboards
- Information Architecture
- User Flows
- Lo/Hi-Fi Prototyping
- Rapid Prototyping
- Design Systems
- Graphic Design
- Motion Design