

# Kenny Bruins

Visual, UX/UI, & Graphic Designer

[www.kennybruins.com](http://www.kennybruins.com) ↗

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## Skills & Tools

Graphic Design  
UX Design  
Web Design  
UI Design  
UX Research  
Branding  
Photography  
3D Design  
HTML/CSS  
Photoshop, Illustrator, InDesign  
Webflow  
Blender  
Spline  
Figma  
Power Point  
After Effects, Premiere  
Illustration

## Education

### Bachelor's Degree in Graphic Design

September 2010–June 2015

California State University San Bernardino

### Bachelor's Degree in Studio Art

September 2010–June 2015

California State University San Bernardino

## Certifications

### Coursera, Google UX Design

September 2022–February 2023

Created 3 projects in Figma using design sprints to make a primary user flow for a mobile app, responsive website, and a project involving a mobile app and website. I began research by conducting user interviews, empathy mapping, personas, user stories, and user journey maps. The ideation began by sketching paper wireframes, low fidelity prototypes, creating a research plan, and usability studies. Next, insights and themes were generated to create high fidelity prototypes, information architecture, and site maps for each project. Finally, I created design systems for each project.

## Work History

### Sunscope

Senior Designer (05/2023 – Current | Commerce, California)

- Created animated pitch deck presentations using end-user research, product mockups, packaging design, 3D renders, motion design, and product photography.
- Led team on creating of product mockups, guiding them on proper brand usage to ensure designs have consistent branding. Helped mentor and train junior designers, and assisted in scrum project management in Trello.
- Developed interactive 3D web page using Spline and Webflow.

Graphic Designer (08/2020 – 05/2023 | Commerce, California)

- Created wireframes, low and high-fidelity prototypes, and developed Sunscope's responsive website using Webflow.
- Designed branding guidelines for Sunscope to establish a cohesive color palette, typographic treatment, and photographic style.
- Created visual identity and branding for custom products, including logos, packaging designs, and marketing materials.
- Ensured artwork and designs are ready for print and manufacturing by creating tech packs for apparel, hard goods, and other products.

### Vistagraph

Freelance UX/UI Designer (06/2020 | Remote, California)

- Used competitive research to create wireframes, high-fidelity mockups, primary user flow, and visual identity for an unreleased app.

### Anypromo

Graphic Designer (03/2017 – 03/2020 | Ontario, California)

- Updated and created user interface designs for company's website and backend system. Created landing pages, web and advertisement banners, as well as refining modals and other web modules.
- Led product photography shoots for company's e-commerce website.
- Created and designed marketing materials for company's marketing department including flyers, pop-up banners, and other collateral.
- Designed and edited HTML/CSS email designs and social media ads.
- Created interactive product catalog for company's product listing.

### Fit Food Redlands

Freelance Graphic Designer (05/2015 – 04/2023 | Redlands, California)

- Designed brochures, motion graphics, business cards, logos, and flyers.

### Adapted Mind

Graphic Designer (12/2015 – 04/2017 | Remote)

- Designed marketing materials and graphics for online math lessons.

### Majestic Home Loans

Graphic Designer (08/2015 – 03/2016 | Rancho Cucamonga, California)

- Designed digital and printed marketing materials.

