

Kendra McKernan

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Education

Lambda School

UX design
2019 - 2020

Salem State University

Biology
2007 - 2010

Skills

UX design
Visual design
User research
Prototyping
Usability testing

Tools

Figma
Sketch
InVision
Marvel
Miro

Experience

Creator, UX designer - SignLingo

April - May 2020

- Led the vision of this project providing a gamified American Sign Language learning experience with video recognition software.
- Researched and designed all functions and flow of the app.
- Worked remotely on a cross-functional team with software developers and data scientists.

UX designer - Recycle IQ

January - March 2020

- Collaborated with a UX designer to create a convenient flow for identifying recyclable items.
- Worked remotely on a cross-functional team with software developers and data scientists.

UX designer - Wanderlust

September - November 2020

- Researched and designed a mobile app for tour guides to advertise their services.
- Worked remotely on a cross-functional team with software developers.

English as a Second Language teacher

October 2017 - Present

- Implemented ESL curriculum 1:1 with students in a virtual classroom.
- Collaborated on teaching solutions and curriculum development with colleagues around the world.