

Kyle Kaczmar

Sr. UI/UX Designer | Richmond, VA | (804) 614-7443 | kaczmake@gmail.com

Versatile and creative UI/UX Designer with 13 years of experience delivering intuitive, innovative digital experiences across web and mobile platforms. Skilled in Figma, design systems, prototyping, and front-end implementation. Worked with clients in B2B/B2C ecommerce, education, clinical trial and healthcare industries. Translates business goals into design strategies, leading full design lifecycles, and collaborating cross-functionally with developers and stakeholders to create seamless products.

Experience

Senior UI/UX Designer

Tech Dynamism, LLC | January 2022 – July 2025

- Led end-to-end UX strategy and visual design across multiple client projects.
- Created wireframes, prototypes, and high-fidelity mockups in Figma.
- Developed frontend themes using HTML, CSS, and JavaScript.
- Designed style guides and documentation to streamline development.
- Worked alongside startups in the clinical trial and healthcare spaces.
- Performed work under protection of client NDAs and MSAs.
- Ensured consistency and usability by employing best practices.
- Stakeholder interviews to identify pain points and deliver iterative improvements.

Creative Director

Ameronix Corporation | October 2012 – July 2021

- Applied UX principles to redesign legacy products, increasing user satisfaction.
- Directed creative vision, managing client expectations and team deliverables.
- Built responsive frontend components using HTML/CSS.
- Designed branding, web, and mobile UI for clients ranging from startups to Nasdaq and MCLA.
- Led live prototyping sessions to accelerate decision-making and design validation.

Web Development Intern

Markel | January 2008 – August 2008

- Created graphics and templates for intranet redesign project.
- Delivered daily visual assets to support internal communications.

Education

James Madison University

Bachelor of Science in Interactive Media, 2012

Deep Run High School

Center for Information Technology Advanced Diploma, 2008

Skills

UX Design

User Research, Journey Mapping, A/B Testing, Information Architecture, Wireframing, Prototyping, Accessibility

UI Design

High-Fidelity Mockups, Iconography, Web Design, Responsive Design, Style Guides, Mobile Design, Micro-interactions

Tools

Figma, Sketch, Illustrator, Photoshop, InDesign, Adobe XD, HTML, CSS, SCSS, JavaScript, After Effects, Premiere, DaVinci Resolve, Google Analytics, FigJam

Other

Rapid Iteration, Human-Centered Design, Design Thinking, Cross-Functional Collaboration, Visual Design, AI in Design