Caitlyn Kodric
Systems Design Engineering

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Skills

Tools: Sketch, Figma, Invision, Pixelmator, Affinity Designer, Zeplin, SolidWorks
Languages: HTML/CSS, Bootstrap, JS, JQuery

Experience

UI/UX Designer – TD Labs
January – April 2018

- Worked through a Google Design Sprint to iterate ideas
- Used Sketch to create design interfaces and illustraions for Andriod and iOS
- Protoyped a functional mobile experience using Marvel App and Invision
- Conducted user testing to get feedback on mobile prototypes

Front End Developer – MAJiK Systems
September – December 2016

- Constructed and implemented a real time synchronous model resulting in uniform timeframe throughout app
- Created Client modules that use MAJiK' API dynamically on their framework

UI Developer – Veriday
January – April 2016

- Designed, developed, and enhanced custom websites to meet client requirements
- Optimized responsive websites for access on all devices and platforms

Projects
See more projects at www.caitlynkodric.com

Maer Jono – Break Inequality

- Used personas to apply needs and constraints for low-fidelity design walkthrough
- Designed simple mockups combining multiple ideas with Sketch and Invision

Spotify Redesign – Personal

- Created personas to redesign a new desktop user interface of the application in Figma
- Designed new pages

SnapTrax – Nspire, NHacks

- Worked in an agile environment to create and design online web application
- Allowed users to upload images and receive associated song matching image tags