



Connor Friden

Interaction Designer

ABOUT ME

Interaction Designer with a passion for visual design, user interface design, prototyping, and an interest in game design. Collaborator and diligent team member with experience in Goal-Directed Design and the Lean UX process.

EDUCATION

Kennesaw State University
Interaction Design Major
Technical Communications Minor
Expected Graduation: Spring 2021

WORK EXPERIENCE

Scottsdale Farms (2016)
Stocking, maintenance, cleaning, customer service
The Product Hatchery (2016-2018)
Product management, distribution, product assembly, packaging, inventory

COURSEWORK

Usability Testing
Interactive Design I & II
Front-end Development I & II
Visual Design I & II
User Interface Design I & II

CONTACT

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SKILLS

Usability Testing
Prototyping
HTML/CSS
Wireframing
Visual Design
User Interface Design

TOOLS

Microsoft Office Suite
Figma (prototyping tool)
GitHub (software)
Atom (software)
Miro (software)
Adobe Creative Cloud
Google Analytics
Miro (software)

AWARDS

Dean's List
Fall 2017
President's List
Spring 2020 – Fall 2020