



# CRYSTAL KWOK

product / user experience design & research

## EXPERIENCE

### **Stanley Black & Decker** · *Senior Product Designer* July 2021 - Present

- Lead design and research for an early stage product prior to product market fit in the Construction Technology space
- Increase Ease of Use & Likely to Use > 30% by showing what materials remain before Installation work can be started from understanding users' goals from research
- Assist in defining the product value and product strategy

### **Bluebeam** · *Product Designer* Sep 2018 - July 2021

- Lead the design on the flagship cloud product (Revu Studio with 400k monthly active users), with other projects like SSO, Account Management, and Revu for iPad
- Distill complex ideas about the AEC space, like how plans change throughout an entire project cycle, from research to define features 0 to 1 & product strategy
- Save > 30 min for Enterprise managers weekly with quicker, easier management with invites, rated 4.3/5 for ease of use & a highlight of the Revu 20 release
- Increase security control & efficiency for Enterprise customers with new Permissions design & changing ownership of notes or markups

### **CaseStack** · *Product Designer (UX)* Aug 2015 - Aug 2018

- Research, design, and develop internal tools 0 to 1 in logistics to improve efficiency
- Develop front-end visuals & animations; create icons, illustrations, and animations
- Assist in defining product strategy with product owners and business teams
- Save a business team >15 hrs. every week with an intuitive experience to manipulate results post-algorithm for truck building and consolidation, with 100% team adoption
- Design tracking tool for addressing priority items to increase on time truck arrivals from 80% to 96% to reduce fees and increase referrals from retailers

### **Design Lab** Don Norman, Scott Klemmer, Jim Hollan Apr 2014 - Jun 2015

### **Perception and Cognition Lab** John Serences · *Research Assistant*

- Assist in qualitative data coding for a paper submitted to CHI
- Present a poster on improving online learning and peer feedback using design and qualitative research methods with the lab and Oppia (Google affiliates)
- Assist eyetracking and EEG studies to study attention in visual perceptual learning

## EDUCATION

### **University of California, San Diego** **University of Melbourne, Australia**

2011 - 2015  
2013

B.S. Psychology (Cognitive & Social) · Minor in Computer Science  
Relevant coursework in Human Computer Interaction

## SKILLS & TOOLS

**Design & Research** Contextual Inquiries, Usability Testing, Wireframing, User Flows, Prototyping, Axure, Invision, Photoshop, Illustrator, After Effects, Sketch, Figma, Zeplin  
**Programming** Java, C, C++, HTML, CSS, GDB, GVIM, Git, JIRA, ReactJS (basic)