

KELLI BORGONIA, **PRODUCT DESIGNER**

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EXPERIENCE

Owner & UX/UI Designer

Purely Functional, 2011 - Present | Remote (Seattle, WA)

Runs a three-person remote development team in building websites, web applications, and mobile apps. Designs all user flows, prototypes, and layouts. Conducts business analyses in order to update existing systems to more efficient management workflows.

Project Manager

Braintrust, December 2019 - Present | Remote (San Francisco, CA)

Communicates with leadership on a daily basis and manages the team building the company's new consumer-facing website scheduled to launch in March 2019.

Product Owner & UX/UI Designer

AirshipCMS, 2013 - 2019 | Seattle, WA

Manages the product, design, and development for all features of the PaaS web development platform. Established a design system for consumer-facing modules and built the marketing website. Currently manages relationships with 10 clients on the platform. (<https://airshipcms.io>)

UX/UI Designer

Extreme Arts & Sciences, 2018 - 2019 | Seattle, WA

Designed and coded fully responsive layouts for various small-scale websites to enterprise-scale web applications.

Web Designer & Guest Instructor

DevLeague, 2013-2015 | Honolulu, HI

Served as a design mentor and instructor. Created curriculum for the following topics: responsive web architecture, SCSS, and grid systems.

UX/UI Designer

Sudokrew Solutions, 2013 - 2014 | Honolulu, HI

Designed user flows, prototypes and web interfaces for various consumer applications and management software.

Game Designer, Curriculum Developer, & Instructor

Goma Games, 2011 - 2015 | Honolulu, HI

Led a small game development team in creating games that teach programming skills to a K-12 audience. Developed curriculum for a summer tech series over the course of four years.

EDUCATION

BBA Marketing & BFA Graphic Design

University of Hawaii at Manoa, 2009 | Honolulu, HI

Earned dual degrees and graduated summa cum laude. Awarded a four-year full-tuition Regents Scholarship. Honored as top design student in Graphic Design graduating class.

SKILLS

Visual Design

User Interface Design, Mobile App Design, Responsive Design, Illustration

Tools: Illustrator, Sketch, InVision, Photoshop, Animate, Adobe Draw

User Experience

Wireframes, Prototypes, User Flows, User Personas, Test Group Moderation, Information Architecture

Tools: Sketch, InVision

Product & Project Management

Strategic Planning, Feature Roadmapping, Agile Workflows, Technical Writing

Tools: Github Projects, Basecamp, Asana

Web Development

HTML5, SCSS, CSS Animation, CSS Frameworks (Foundation, Bootstrap, Bulma), Handlebars, Gulp/Node

Tools: Github, VS Code, iTerm, Chrome

AWARDS

Featured Blog Post

Modus.Medium.com, 2020

Best Overall

VoterTab, Civic Hackathon, 2019

Best Overall

SafeWord, AngelHack Hackathon, 2017

Popularity Prize

Unicorns vs. Dragons, NKO, 2016

Best Overall

Micro Manager, AT&T Hackathon, 2016

Pele Regional Award for Book Design

Writing with Thread, Pele Awards, 2010