

# Kelly O'Sullivan

<https://kello-vision.github.io>

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734.355.4007

## Education

### University of Michigan

Master of Human-Computer  
Interaction

GPA 4.0/4.0 (Ongoing)

### Michigan State University

B.A. English

Graduated 2012

GPA 3.5/4.0

B.A. Media Arts and Technology

Graduated 2012

GPA 3.5/4.0

## Skills

### Design

Typography/Type Setting

Interface Design

Prototyping and Evaluation

Motion Graphics/Design

UX Writing

Digital Photography

Videography

### UX Design

Interviewing

User Research

Interaction Design

Personas & Scenarios

Sketching & Storyboards

Wireframes

HTML & CSS

### Software

Photoshop | Illustrator

Sketch | Axure

After Effects | Premiere

InVision

Sublime Text 3 | Visual Studio Code

## Experience

### JOOL Health | UI/UX Intern

APRIL 2018 - AUGUST 2018

ANN ARBOR, MI

Conceived, prototyped and tested intuitive new user interfaces and interactions for JOOL's mobile and web-based applications. Developed and maintained high and low fidelity interactive prototypes to support user interaction design, evaluation and user testing. Conducted and analyzed qualitative and quantitative user research, including focus groups, interviews and surveys.

### iPassio | Usability Analyst

JANUARY 2018 - APRIL 2018

ANN ARBOR, MI (CLIENT IN INDIA)

Analyzed and made recommendations for improvement of iPassio's online learning platform based on research, user interviews, user testing, heuristic evaluation and others. Redesigned user onboarding process as well as implemented a user progress dashboard based on user needs.

### Gleaners Detroit | UX Research Consultant

SEPTEMBER 2017 - JANUARY 2018 DETROIT, MI

Completed a user experience evaluation in order to redesign the online order inventory system for Gleaners Community Food Bank. Conducted usability tests, user interviews, collected and analyzed qualitative research before making substantial recommendations for changes to Gleaners' online inventory system.

### University of Michigan | Multimedia Content Designer

DECEMBER 2013 - AUGUST 2017 ANN ARBOR, MI

Designed motion graphics, created user flows/-journeys, developed a cinematic vision, a photographic style, and a coherent brand written communications style for the University of Michigan College of Engineering. Contributed to the direction of all branded content produced by UofM CoE and grew an audience of thousands to hundreds of thousands.