


Kelsy Michael Gagnebin

User Experience Designer

 kelsymichael@gmail.com

 linkedin.com/in/kelsygagnebin

EXPERIENCE

First UX designer hired at DirectScale, helping forge a user-centered culture

- helped drive business initiatives, contributing to DirectScale's recognition by Utah Venture Entrepreneur Forum 'Top 25 Under 5' (#3)

Work with PM's and Developers to help create new product-wide features

- create rapid prototypes at varying levels of fidelity and work within a cross-functional team
- conduct story-workshops to unpack the problem and ensure no features are overlooked

Work with clients to simplify complex data into actionable experiences for the end-user

- lead discovery sessions with clients to help truly understand the problem, and solve for an 'outcome' not just 'output'
- conducted a *Sprint* to quickly test and validate new feature

Always developing and refining skillset

- helped completely redesign legacy software utilizing Google's Material Design framework
- staying current with new technologies to help increase efficiency (e.g., Sketch Runner) and consistency across teams (e.g, Abstract, Folio, Git)

WORK HISTORY

User Experience Designer JULY 2015 - PRESENT
@DIRECTSCALE

Systems Administrator OCT 2010 - SEP 2013
@U.S. AIR FORCE

Dental Technician SEP 2007 - AUG 2010
@U.S. AIR FORCE

Focused on delivering **meaningful** and **measurable** outcomes by leveraging **user-centered** design

EDUCATION

Communication B.A. *Magna Cum Laude*
Media Production Emphasis | Minor - Sociology
@BOISE STATE UNIVERSITY

Information Systems A.S. *Magna Cum Laude*
@PALO ALTO COLLEGE

Web Development - Immersive
@DEVMOUNTAIN

HONOR SOCIETIES

Phi Theta Kappa | Lambda Pi Eta | Phi Kappa Phi

SKILLS & TOOLS

Design

Sketch Omnigraffle Figma

Adobe XD Pen & Paper

Prototyping

Framer HTML/CSS Marvel

InVision After Effects

Process

Information Architecture Motion Design

Rapid Prototyping User Storymapping

Customer Interviews Lean Methodology

Rapid Prototyping Cross-functional Teams

User Testing (in-person & remote)

Directed Discovery Lo-Hi Fidelity Mockups