

KIRBY YARDLEY

UX/UI Designer

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PROFESSIONAL EXPERIENCE

Sundance Institute (2012-Present)

User Experience Designer

Helped form and define the organization's first-ever product team. Led and facilitated research and discovery methods, design meetings, and sketching sessions. Produced wireframes and interactive prototypes based on stakeholder requirements and user research. Performed in-person interviews and prototype testing with users. Revised the Sundance.org styleguide through a large-scale iteration. Managed Sundance.org's CSS library, including through a site-wide CSS refactor. Developed a web-based components library with design documentation and code snippets.

PMI Coaching (2008-2011)

Web Programmer

Consulted clients on designs for the first iteration of their ecommerce store. Helped to educate and inform programming team with design guidelines and best practices. Modified and customized ecommerce templates to conform to unique brands. Awarded company Programmer of the Year in 2010.

Freelance (2011-Present)

UX/UI Design, Front-End Development

SKILLS

Sketching, Wireframing, Prototyping, User Research, User Interviews, Personas, Usability Testing, A/B Testing, Comparative Analysis, Information Architecture, Interaction Design, Documentation, Style Guides, Component Libraries

SOFTWARE & CODING LANGUAGES

HTML, CSS(SASS/LESS), jQuery, Sketch, Illustrator, Photoshop, InVision, Optimizely, Google Analytics

EDUCATION

Utah Valley University (2004-2006)

DevPoint Labs: User Experience Design (2016)