Kailyn Brush

USER EXPERIENCE DESIGNER

ABIT ABOUT ME...

I am a UX Designer in Austin, TX skilled at user research, design, and testing.

I love learning why and how people do what they do and the best way to subconsciously make things easier for them. Accessibility is my current area of interest and I am excited to keep exploring it and other aspects of UX Design.

My goal is to work with a small to mediumsized team where I can see my contributions making a difference and be able to continue improving my skills.

SKILLS & SOFTWARE

SOFTWARE

- Adobe Photoshop
- Adobe Illustrator
- Adobe XD
- Adobe Creative Suite

- InVision
- HTML
- CSS
- Miro

- Google Surveys
- Google Analytics
- Visual Basics
- Github

SKILLS

USER RESEARCH

I have experience doing endto-end user research projects, including creating the plan, presenting findings, targeting specific questions, and conducting interviews.

UX DESIGNER

My experience in design involves mapping out the users and their journey with the product, deciding the information architecture, and creating sketches and wireframes. Testing is also a big step in the process and I try to incorporate it after every step.

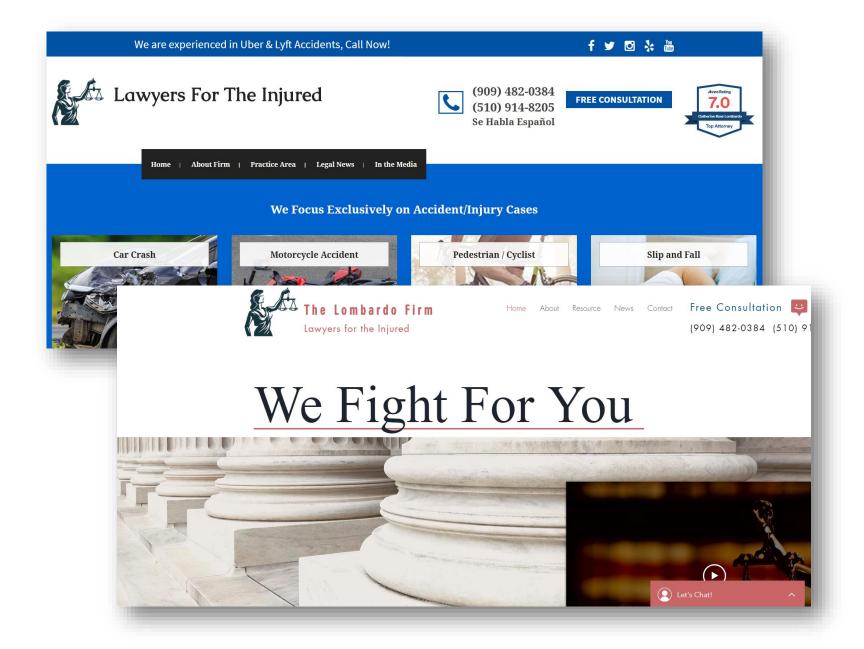
Process includes:

- A & B Testing
- Guerilla Testing
- Surveys
- Competitive Analysis
- SWOT Analysis
- Systems Design Evaluation
- User Testing
- Interviewing
- User Personas
- Journey Mapping
- Feature Benefit Matrixes
- User Flows
- Empathy Maps
- Decision Diagrams
- Style Guides
- Low Fidelity Wireframes
- High Fidelity Wireframes
- Prototyping
- White boarding
- Paper Sketching
- User Testing
- A/B Testing
- Guerilla Testing

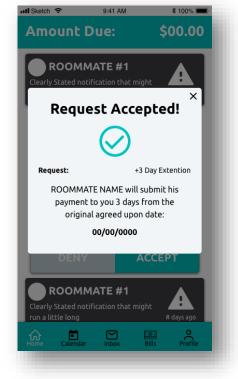
SELECT PROJECTS

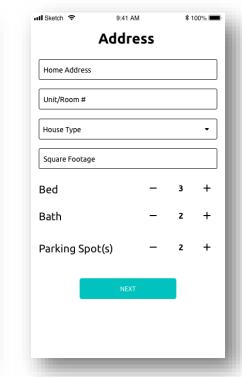
The following is a selection of projects from my portfolio of work that highlight my range of skills and experience as a User Experience Designer. I've showcased the evolution of each project and provided snapshots of the processes that was followed. For more detailed information about these processes, please reach out to me at Kailynb3@gmail.com.

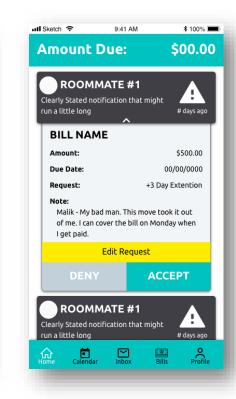
OVERVIEW











Lombardo Law Site

Conducted user research on two versions of a site to determine the user's preference for either site over the other and/or site elements. This project was completed in 3 weeks and concluded with my presentation of the findings to stakeholders across the nation.

Austin Council on Adoptable Children

The main characteristics of this redesign included a more concise page - focused on content strategy, information architecture, and visual design. This site was designed and coded in a total of 4 weeks.

www.austin-coac.org

CasaShare

To make sharing rent easier for both renters and landlords, we created this hypothetical app for mobile. Casa Share changes the way people not only list their properties but also how they pay their rent. This project was completed in 3 weeks and included a rough coded prototype.



Over the course of three weeks, I tested the layouts and experience of two different versions of the Lombardo law site in California. In the discovery phase, I uncovered issues with site navigation and decided to focus on both layout and navigation. I conducted my research to determine the best way to provide potential users with an easier navigation system and more pleasing design system.

MY RESPONSIBILITIES

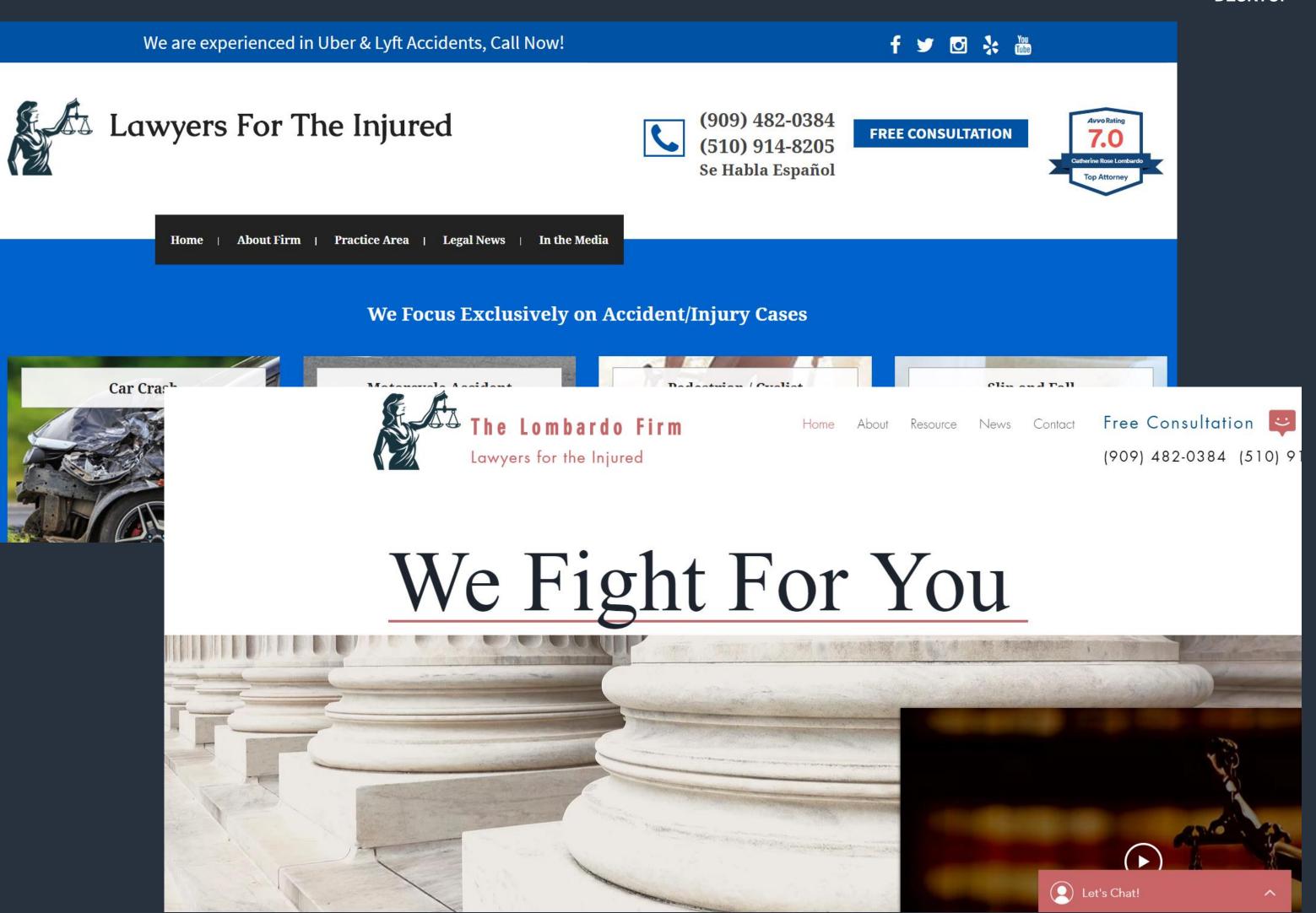
- Interviewing
- Creating Survey
- Heuristic Evaluation
- Affinity Diagram
- Accessibility Testing
- A/B Testing
- Demographic research
- User Testing
- Survey Analysis
- Color psychology analysis
- Information Architecture

KEY GOALS

- Determine the best site in terms of user needs
- Research how to make the site more accessible
- Understand users and their needs/pain points of current sites

SPECIFICS

- 3 week time frame
- Individual project
- Deliverables were defined by stakeholder



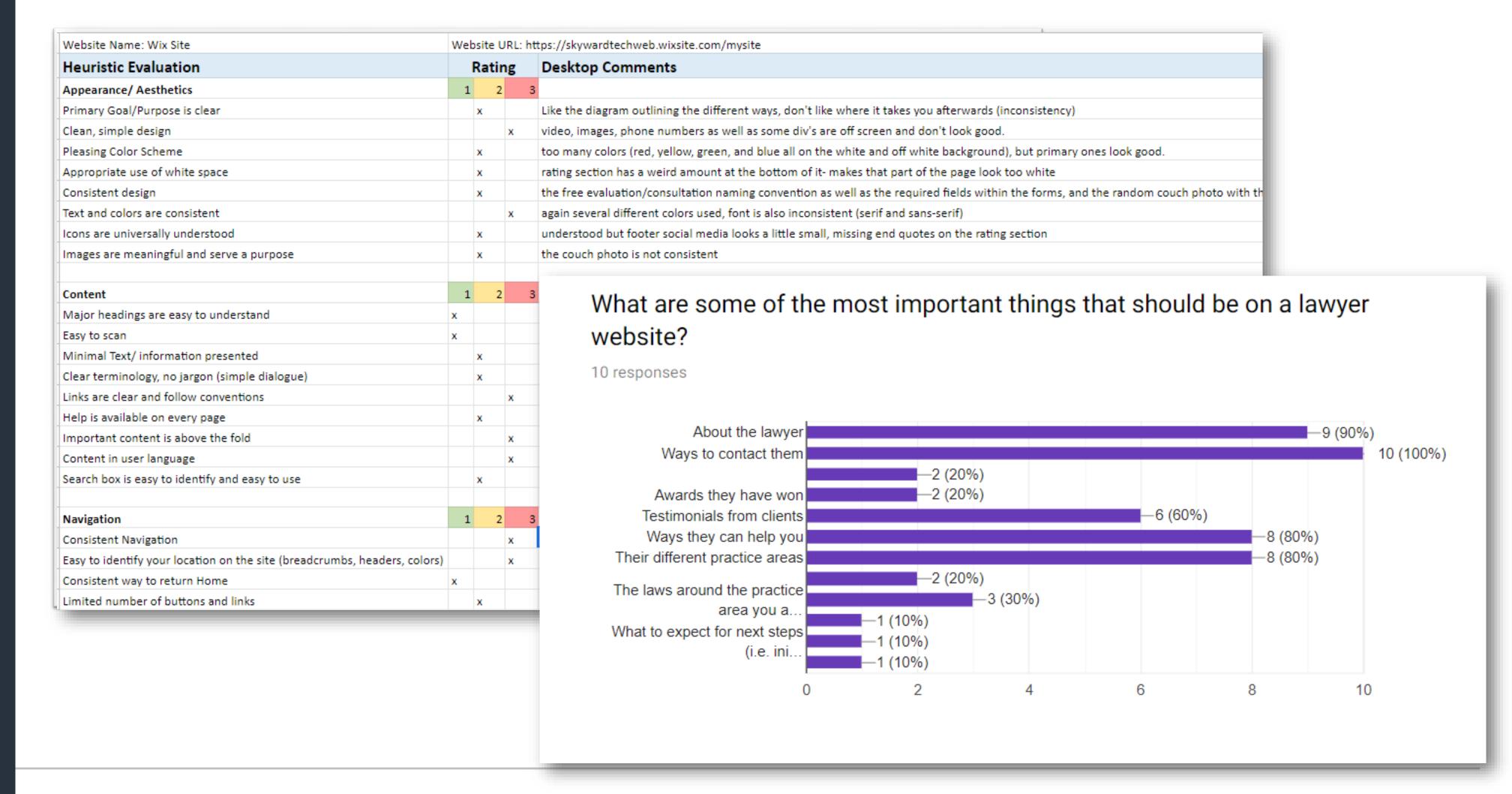
01: User Research

02: Site Comparison and Accessibility

03: Interviews and Affinity

User Research

The client wanted to determine which site appealed to users and if there was a way to make it better. Through surveys, interviews, and heuristic evaluations, I found several areas that needed improvement. My recommendation was a redesign with an eye toward both design and navigation.



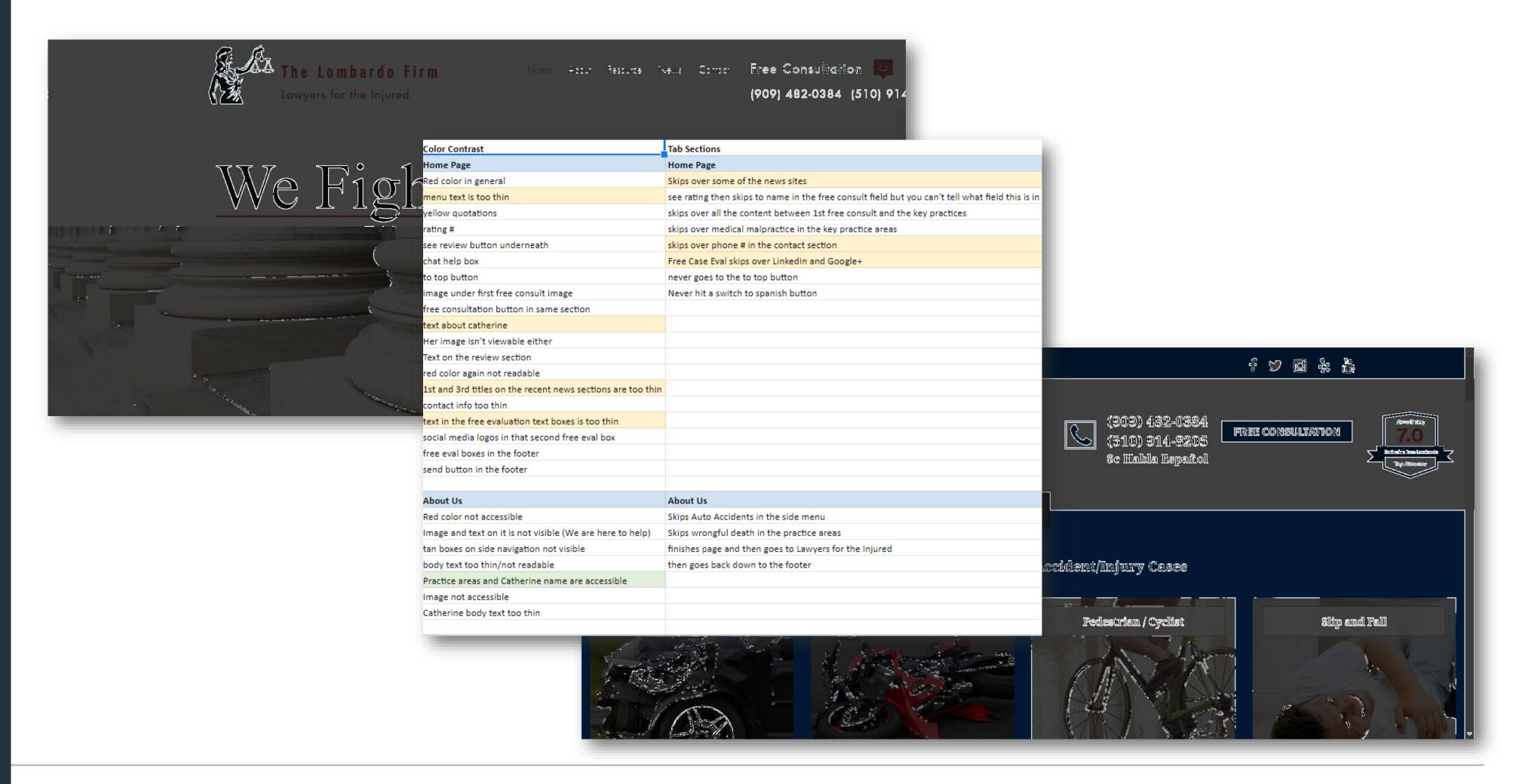
01: User Research

02: Site Comparison and Accessibility

03: Interviews and Affinity

Site Comparison and Accessibility

Using a web plugin, I was able to check for color blindness, text, and contrast regulations. Based on the results it was easy to see which site had the best color scheme and easy to read font. The navigation functions were very flawed and tended to skip important navigational areas.



01: User Research

02: Site Comparison and Accessibility

03: Interviews and Affinity

User Interviews and Affinity Diagram

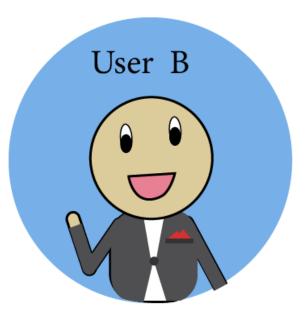
Through interviews and additional evaluations, I was able to narrow down a few key areas that needed to be looked at. The biggest being an issue with the navigation layout. Information Architecture became the next biggest step. Following that was design and content. There were a lot of inconsistencies and repetition throughout the sites, and users were confused about the main purpose of the site.



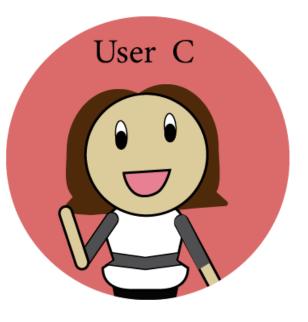
The affinity diagram helped me to organize the information from the interviews. Through it, I was able to determine the biggest pain points for users as well as possible solutions.



"I never read reviews on sites, especially on law sites. They control what goes on there, it's always going to be the good stuff."



"There is a lot of recent news on here and I am not quite sure why it is here. The site also doesn't seem to fit on the page."



"I didn't like this site at first because of the color scheme and the layout seemed tacky. However now, it seems easier to use so I think I prefer it over the other site."



Council on Adoptable Children

This website redesign focused mainly on changing an old, outdated website to a clean, minimalistic design. It goes through the UX process and focuses on user needs as well as stakeholder needs. The main feature was the simplified navigation and the design update. Using an abbreviated version of the UX process, UI design, and coding process, I came up with a unique, simplified design.

MY RESPONSIBILITIES

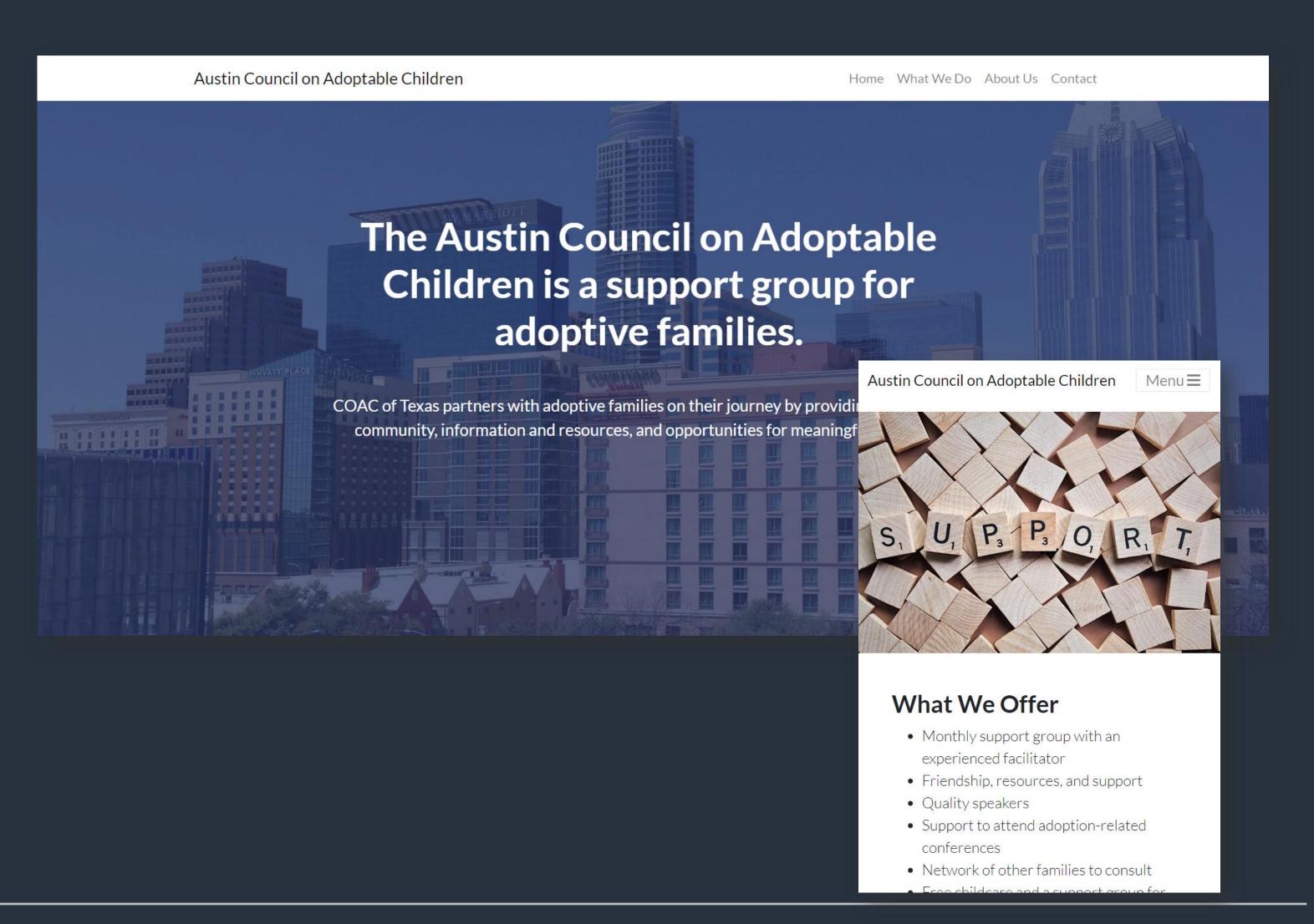
- Information Architecture
- Stakeholder Interviews
- Ethnographic Research
- Demographic research
- User interviews
- Designing mobile and Desktop wireframes
- Checking Designs against the grid system
- Creating Consistency throughout the devices design
- Coding out final website and responsiveness.

KEY GOALS

- Provide more condensed and updated information
- Make the site more feel more modern and updated
- Make it easier for users to get information.

SPECIFICS

- 3 week time frame
- Individual project
- Some additional requirements had been given



COAC Redesign

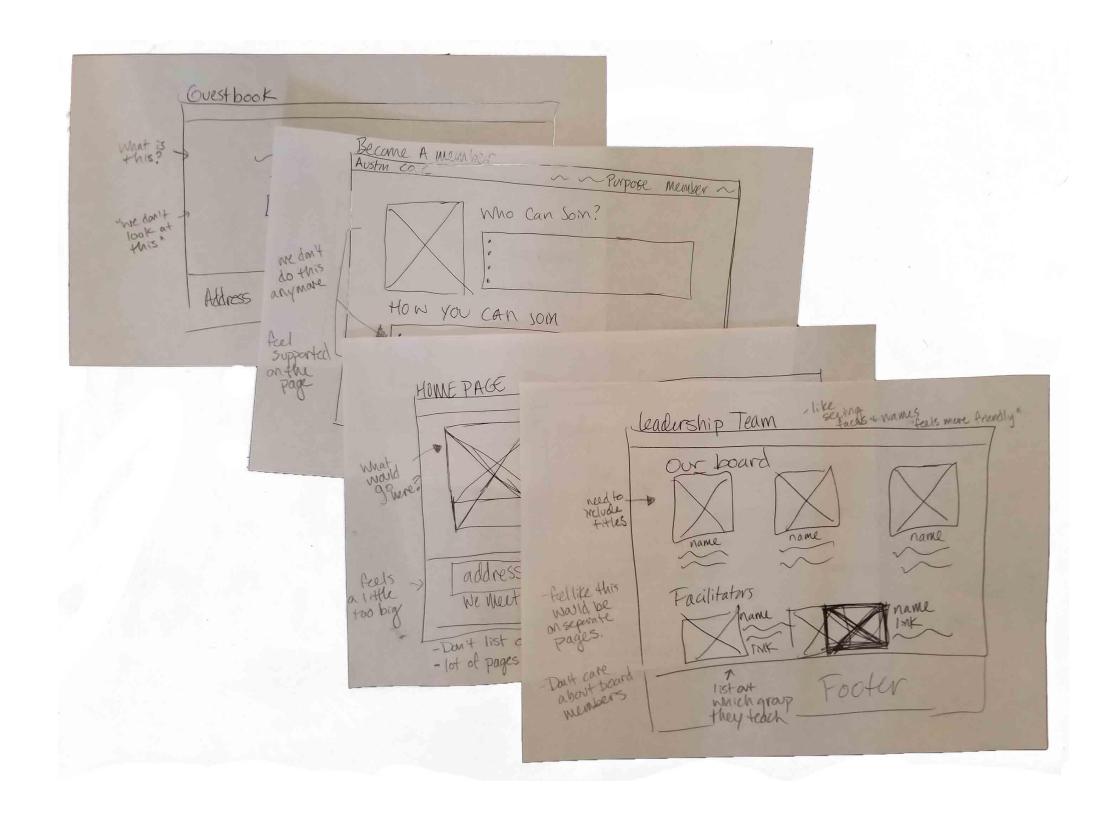
01: Stakeholder and Sketches

02: Site Evaluation

03: Deliverables

Stakeholder Interviews and Sketches

The first step in my research process was to talk to the primary stakeholder and figure out what she wanted in terms of the redesign (basically start from scratch). Because the user was already defined and I had already completed some ethnographic research, I jumped straight into sketches. I based my designs on the current site but gave them a modern feel.





"The site was made in 2000, all of the information is out of date and it isn't working for what we want. We want something clean and professional, something that actually attracts parents in need."

COAC Redesign

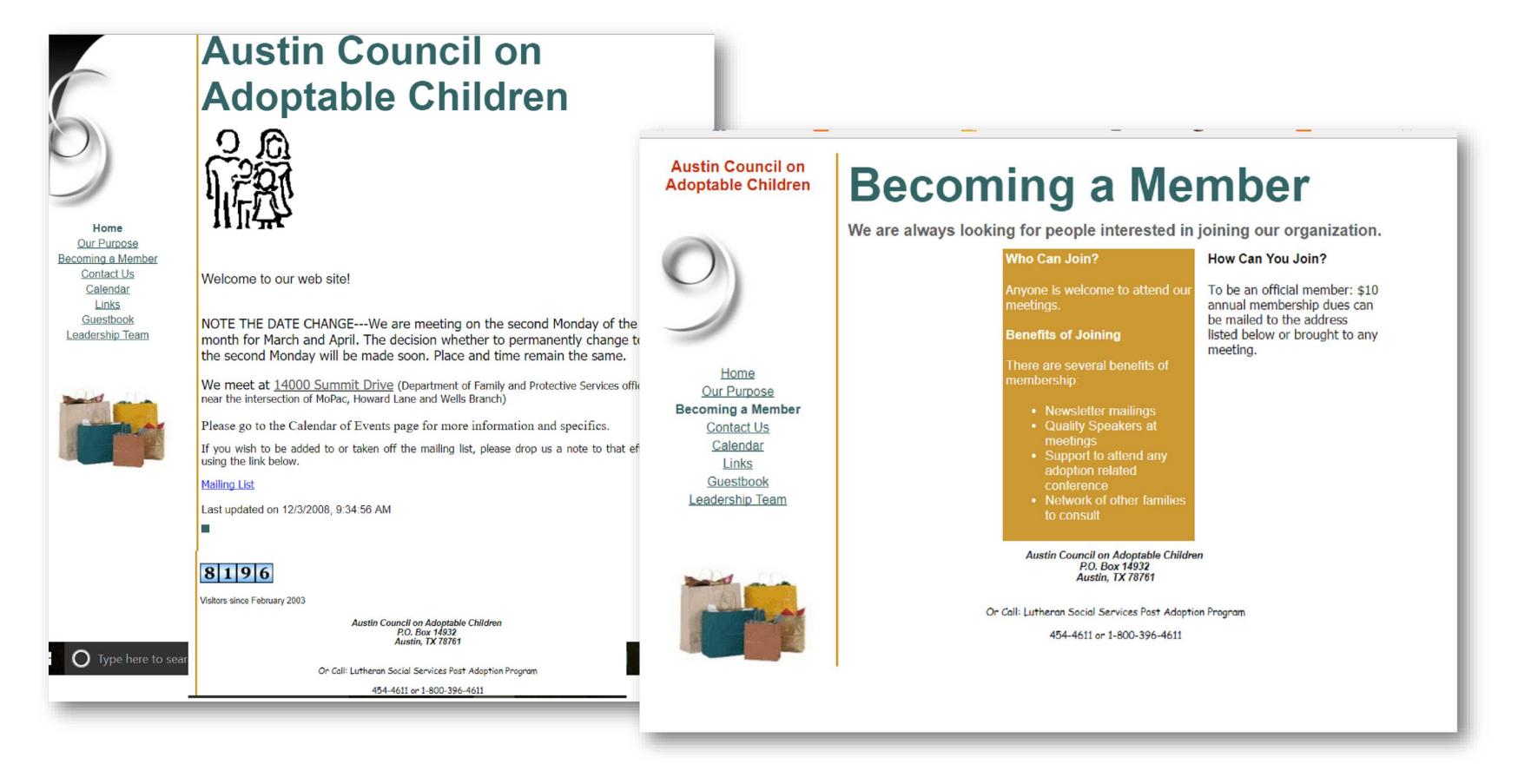
01: Stakeholder and Sketches

02: Site Evaluation

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Site Evaluation

After creating the initial sketches and testing them, I discovered that the original site's multiple page layout was a little confusing to the users and not very practical. I decided to go back to the original site and determine which information needed to be included and what could be cut. After running it by the primary stakeholder, I went about determining the best way to present the required information so that it wouldn't confuse or overwhelm users.



COAC Redesign

01: Stakeholder and

Sketches

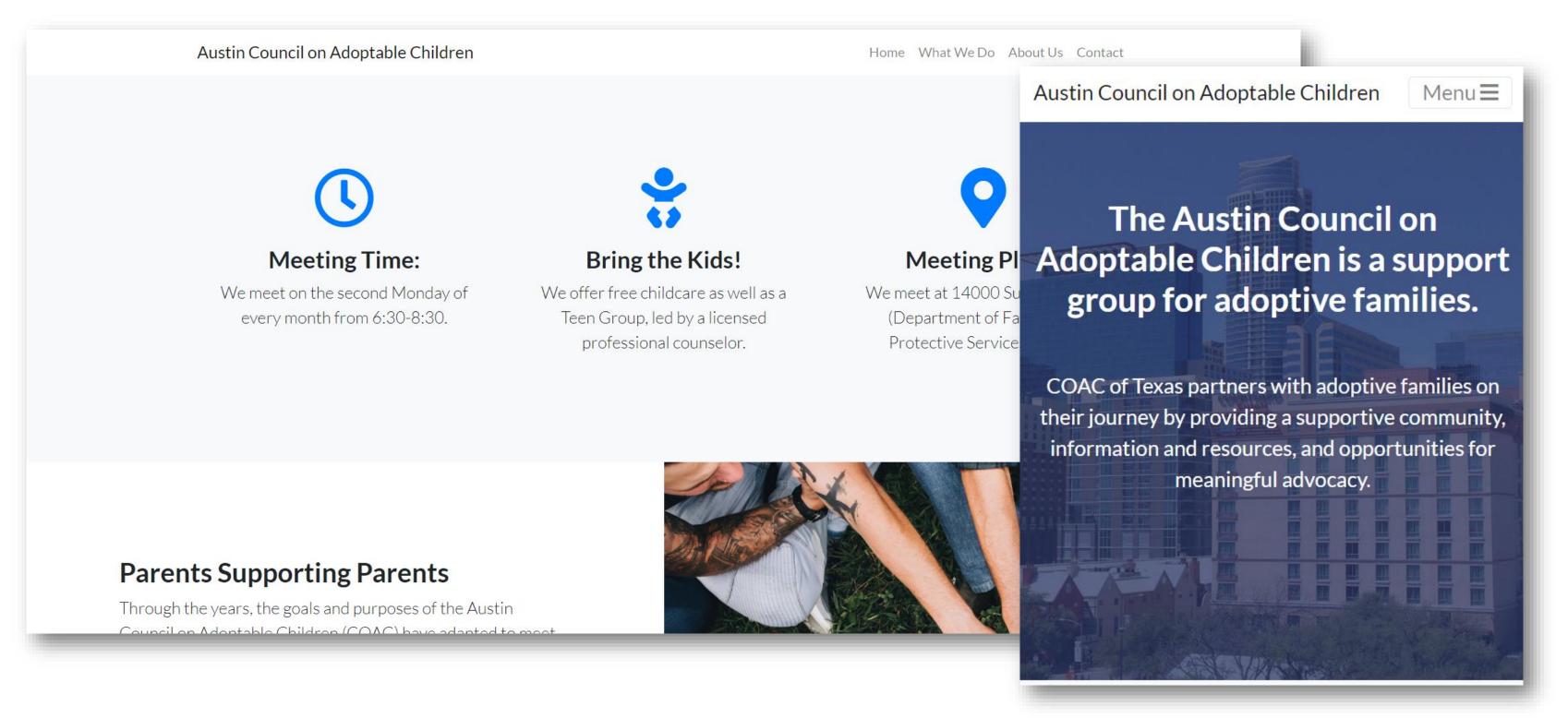
02: Site Evaluation

03: Deliverables

Deliverables

After testing and tweaking the new sketch, I began coding out the new site. The non-profit's limited budget for this project meant that we were relying fully on my limited experience in coding; therefore, I needed to design some of the features in such a way that I could incorporate them.

View Live Website



Overall the site was a major success and within a month this small organization had gained three new members. The site did so well that I am currently working on a redesign of the state COAC website.



CASA SHARE

Through extensive statistical analysis and in-depth interviews, my team and I developed an app that would allow roommates and landlords to communicate and pay bills in a more effective way. We designed the platform so that users could pay bills individually, which would allow other users sharing space with them to avoid any confrontation that might come from missing payments or other bill-sharing conflicts. Although making bill-paying easier was our primary goal, we also incorporated making listing properties easier for the first-time landlords.

MY RESPONSIBILITIES

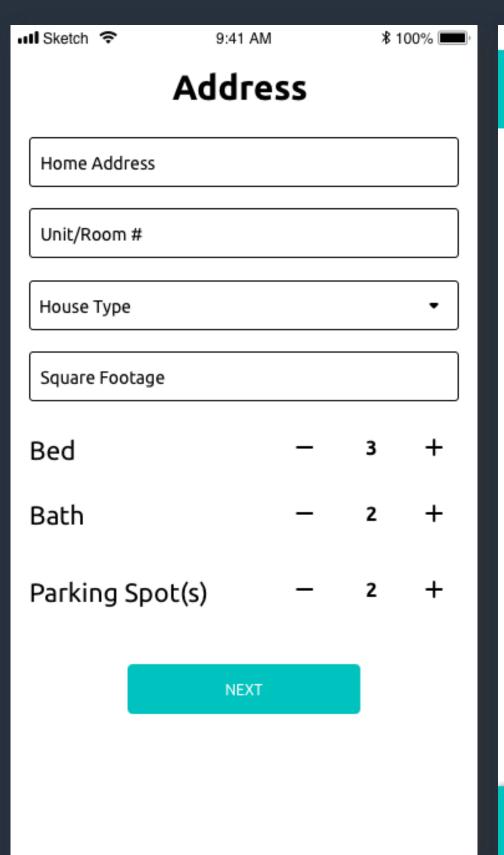
- Market Research
- Competitive Analysis
- Color Psychology
- Paper sketches
- High resolution wireframes
- Designing mobile and tablet wireframes
- User Testing
- Creating Consistency throughout the coded project

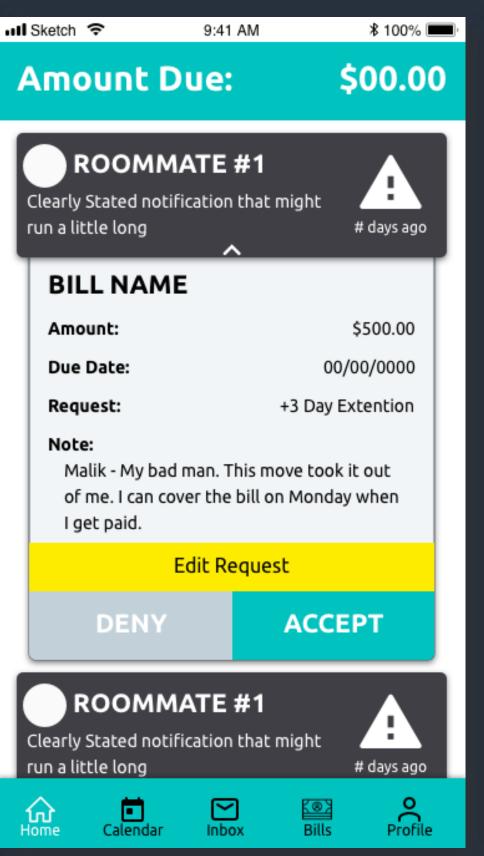
KEY GOALS

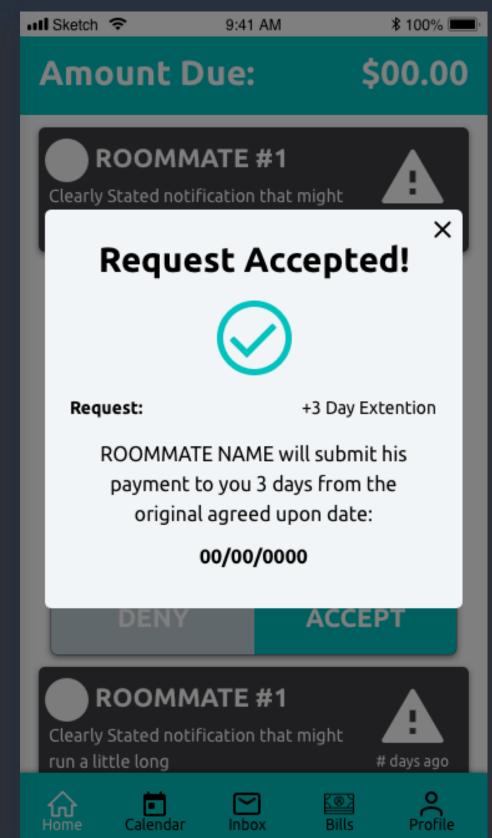
- Create/code the sign up page for the subscription tea shop
- Make it easier for users to go through this process.

SPECIFICS

- 3 week time frame
- Individual project
- Some additional requirements had been given







01: User Research

02: Ideation Phase

03: High Resolution Wireframes

User Research

Due to time constraints, we did some brief market research. Through that and our interviews, we created this Persona and Journey map. Our user persona, Malik's, biggest problem was trying to keep his relationship with his roommate secure and professional. He also needed to make sure his new roommate would read the rules of the household, as well as a way to list his place that would be easy to understand.



MALIK SIMON

INTROVERT

PARTICULAR

HOME OWNER

ANXIOUS

"I want to stay friends with Reese when this is all over."

USER INSIGHT

Malik is a homeowner in Austin, Texas looking to rent out one of his roo nervous about having a roommate again, but is excited about the prosp income. He wants to use the money to pay off his mortgage faster. Mal confrontation and would rather write a strongly worded email than ever which is hard for a person as critical as Malik. He's very particular abou in the house's décor.

GOALS

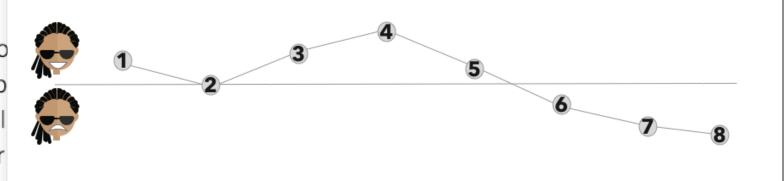
- Open up a stream of passive income by renting out a room in his house
- Pay off his house faster
- Reconnect with a childhood friend

PAIN POINTS

- Being a debt collector confronting Reese about bills
- Knowing if Reese read the house rules
- Landlord legalities

JOB TITLE Marketing Manager
STATUS Single

MALIK'S JOURNEY



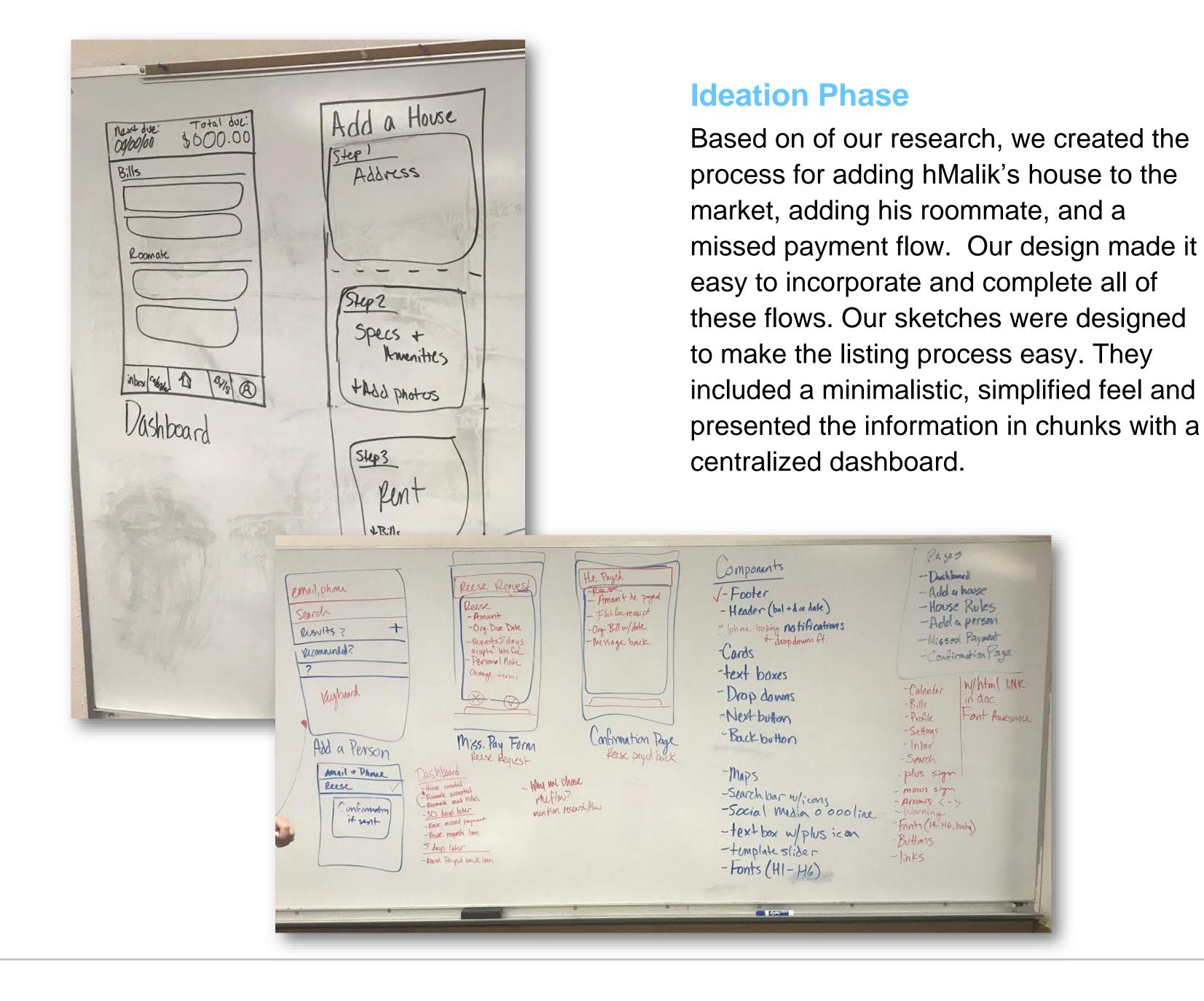
- Malik is optimistic about the passive income from renting.
- **2** Malik is worried about having a roommate.
- Malik gets excited when he sees his old friend, Reese, is searching for a room.
- Malik invites Reese to move in and sends him a generic lease he found online.

- Reese moves in and doesn't follow the house rules.
- Malik hates having to constantly remind Reese about the bills every month.
- Malik asks Reese to move out in a strongly worded email.
 Unfortunately, the lease Reese signed lets him stay for the rest of the year.
- Malik is miserable feeling like a prisoner in his own home.

01: User Research

02: Ideation Phase

03: High Resolution Wireframes



01: User Research

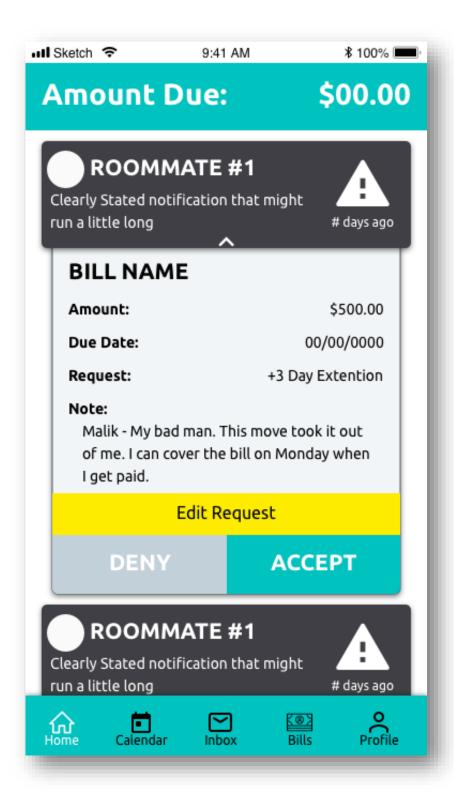
02: Ideation Phase

03: High Resolution Wireframes

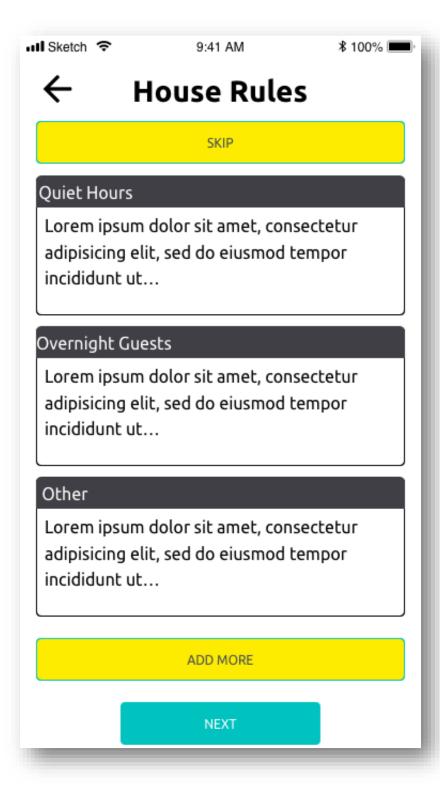
High Resolution Wireframes

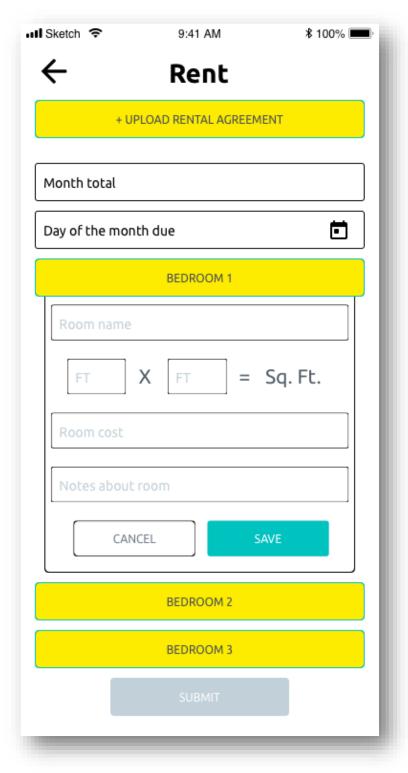
After some A&B testing on our style guides, as well as some guerilla testing with our paper sketches, the team chose a minimalistic design that made users feel like the process was super simple and easy to understand. We designed this simplified system to make listing easier, make sure the house rules would be read, and come up with an easy way for first-time landlords to determine rent. The main features we wanted to create were a way for renters to be able to pay their own portions of rent directly and a more professional way to handle missed payments.

View InVision Prototype



View Github Prototype





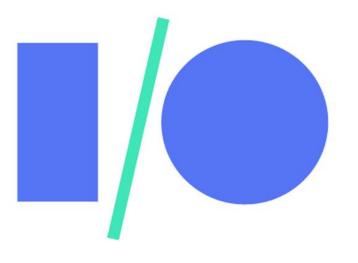
OTHER INFLUENCE & ACTIVITIES

During my career, I've been involved in pro-bono work, volunteer activities, and contributing to the industry with speeches and presentations. Let me show you the highlights of these projects and activities.

Influences & Activities

01: Influences

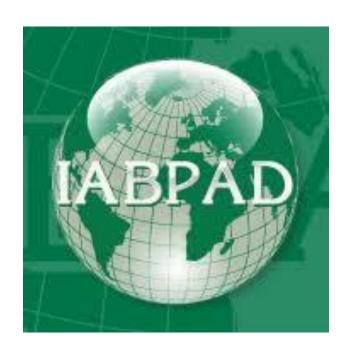
02: Activities



Google I/O Event 2018

ACTIVITY

Attended Google's I/O Event in Austin. Including a Keynote presentation and a conversational design workshop.



IABPAD Conference 2018

PRESENTER

Presented senior honors thesis at the International Academy of Business and Public Administration Disciplines Conference.



Knowability AccessU Conference 2019

ACTIVITY

Attended the Knowability AccessU conference to learn how to incorporate Accessibility into designs.



Sustainability Conference 2019

ACTIVITY

Attended a sustainability conference dedicated to educating designers on more sustainable techniques.

01: Influences

02: Activities



ALS Walk Kick Off 2018 and 2019

VOLUNTEER WORK

Planned and executed the Walk Kick Off party for the ALS Association. Volunteered with the ALS Association doing graphic design work and event planning.



Amateur Radio Emergency Service

VOLUNTEER WORK

Created graphics and logos for the ARES Emergency Response Vehicles.



SXSW Design Conference 2019

VOLUNTEER WORK

Volunteered at South by Southwest to receive access to the design related presentations. Helped register guest and control access to certain areas of the conference.

THANKS!

Thanks for taking the time to look through my work! For more information, please feel free to contact me.

Kailyn Brush

Kailynb3@gmail.com 512-983-3413

Austin, TX

MY ONLINE PRESENCE



https://www.linkedin.com/in/kailynbrush/



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https://medium.com/@kailynb3