

# Kristen Hanlon

UX Designer

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## Work Experience

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**Microsoft** *August 2016 - Present*

Product Designer

- Collaborated with engineering and art teams to develop UI/UX for the newest iteration of the Windows Photos app
- Designed information architectures, wireframes, interaction specs, and content strategy for the built-in video editor and theming system
- Created prototypes and researched both design and art solutions
- Worked with other Microsoft teams to deliver a well-rounded Windows 10 experience within Photos

**UCF CEDHP** *October 2014 - July 2016*

Full-Stack Developer and Designer

- Designed, developed, and helped maintain over 200 websites under the umbrella of the College of Education and Human Performance
- Established both visual and technical standards across all websites to better represent the growing UCF brand and become more accessible for users of all abilities
- Worked with partners both within UCF and in the Central Florida community to provide outreach materials such as videos, branding, and marketing

**Raytheon** *June 2014 - January 2016*

Instructional Designer

- Designed student experience and visual content for DoD Weapon Acquisition training modules
- Revamped decades old lessons to become more inclusive and effective for students

## Education

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**University of Central Florida** *August 2012 - June 2016*

Bachelors of Art in Design

Minor in Digital Media

Minor in Biology

## Skills & Tools

### User Experience

User research, low and high fidelity prototyping, content strategy, information architecture

### Design

Mobile design, software design, instructional design, interaction design, branding, typography, print design, photography, video editing

### Development

HTML, CSS, Javascript, Angular, PHP, Python, Bootstrap, MySQL, Git & Github, Wordpress

### Software

Adobe XD, Photoshop, InDesign, Illustrator, Balsamiq, Axure

### Business

Brand strategy, marketing, agile, project management