

Kristen Hanlon

UX Designer & Developer

kristenhanlon.me
kris.m.hanlon@gmail.com

Summary

A jack of all trades UX designer with a background in design, programming, and marketing. I have 2+ years experience in planing, prototyping, designing, analyzing, and implementing user-centric interfaces.

Education

University of Central Florida, Burnett Honors College

2012-2016

Bachelors in Graphic Design

Minor in Digital Media

Minor in Biology

Work

UCF College of Education and Human Performance

2014-2016

Web Developer & Designer

Collaborated with my team to design, prototype, ship, and manage over 175 websites for the largest college at UCF. I developed content for students, teachers, and the community. I helped set visual standards for designing for users with disabilities. I developed interfaces with HTML/CSS/JQuery and designed with Illustrator and Photoshop. I assisted in managing marketing for partner organizations and mentored and taught the latest frontend coding standards.

Raytheon & The Institute for Simulation and Training

2014-2016

Graphics Specialist

Designed and established visual content to be used in instructional design for DoD Weapons Acquisition training. Worked in an agile environment to align development with the U.S. government design requirements. Developed and created informational architectures for government procedures and protocols for all weapons acquisition, weapons contracting, and documentation in the US Military.

Zimmerman Advertising Agency

Summer 2014

Art Director Intern

Directed and oversaw the development of an advertising campaign for the AutoNation national brand. Created user flows, interfaced with users, conducted quantitative/qualitative research, documented wire-frames, prototypes, and design iterations to pitch a new brand and a mobile and desktop app to AutoNation executives.

Skills

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|---------------------|---------------------------------|-------------------|
| • HTML/CSS/jQuery | • Information architectures | • Motion graphics |
| • Mobile app design | • User flows and user scenarios | • Fine art |
| • User analysis | • Low/high fidelity prototyping | • Adobe CC |