Kristen Hanlon

UX Designer

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Work Experience

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 that reaches over 400 million users

- 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 with a user base of 10,000

- 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 lesson plans to make them more engage and inclusivity to the newest wave of students

Education

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 fidelty 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