

Kristen Hanlon

UX Designer & Developer

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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

Microsoft

2016-Current

Product Designer

Worked as a systems designer for the next generation of photos and videos on the PC and HoloLens. Created interfaces for cross-platform Windows devices and designed systems for digital memory keeping. I assited in maintaining UX consistency amongst all Windows apps on all devices. Collaborated with artists and developers to create stylized content for users within Windows.

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.

Skills

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|-----------------------------|---------------------------------|-------------------|
| • HTML/CSS/jQuery | • Systems Design | • Motion Graphics |
| • Git Version Control | • Low/High Fidelity Prototyping | • Fine Art |
| • Information Architectures | • 3D/Holographic Design | • Adobe CC |