KRISTJEN KJEMS

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Self-motivated and inspired individual with a passion for experience and environmental design. 5+ years experience working collaboratively on successful design projects for web, product, and performance.

Areas of Expertise

User Experience Design	Information Architecture	Research	Copywriting
User Interface Design	Web Design + Management	Theatre	Marketing
Design Theory + Practice	Wireframing + Prototyping	Social Media	Physical Computing

Education

GEORGIA INSTITUTE OF TECHNOLOGY
Master of Science in Digital Media

UNIVERSITY OF MARY WASHINGTON
Bachelor of Arts in English Literature

BROOKDALE COMMUNITY COLLEGE
Associate of Arts degrees in English and Theatre

Computer Knowledge

HTML, CSS, Javascript, jQuery	Balsamiq, Sketch	Google Analytics	Arduino
C#, Java, Python	JustInMind, Axure RP	Raspberry Pi	Unity
Wordpress, Drupal	Illustrator, Photoshop	Electronics Hacking	Internet of Things

Professional Experience

Big Ass Solutions   Lexington, KY
User Experience Designer   2015 – Present

• Leads and manages all UX research and design
• Cited for innovative research methods in Amazon Developer blog directly related to my work designing Alexa utterances for fan control
• Conducts contextual interviews around the country as research for product and feature design; uses knowledge gained about customers to create and distribute user personas.
• Researches competitors and creates heuristic reviews of customer facing products for evaluation by colleagues and decision makers
• Undergoes iterative experience design process for physical product, packaging, documentation, web, and mobile applications; including industrial design, interface design, interaction design, information architecture, and general customer experience
• Adheres to and applies both marketing and OS specific guidelines for mobile app design; including iOS Human Interface and Google Material Design guidelines
• Maintains high velocity in agile development process
• Leads user testing and runs participatory design workshops with internal and external participants.
• Makes recommendations based on tests/workshops which lead to a better overall product and more satisfied users.

Professional Experience, cont.

GEORGIA TECH SCHOOL OF LITERATURE, MEDIA, and COMMUNICATIONS   Atlanta, GA
Administrative Assistant   2014 - 2015
• Designed print and web material while adhering to marketing and branding guidelines. -- led to an increase in attendance of >50% at events compared to the prior year
• Organizational duties, project management, and correspondence with appropriate parties in relation to event and conference planning
• Gathering, synthesis, writing, and research as needed

MYSTERIOUS PACKAGE COMPANY   Toronto, Canada
Experience Designer   2014
• Created transmedia puzzles for both individuals and groups
• Developed framework for integrating puzzles into subscription package, and Curio products
• Developed stories and concepts
• Went beyond my duties and assisted in taking meeting minutes and general project management -- led to greater overall progress and closer adherence to deadlines

GEORGIA TECH IVAN ALLEN COLLEGE OF LIBERAL ARTS   Atlanta,GA
Communications Specialist   2014
• Redesigned and updated out of date print and web material with Drupal while adhering to marketing and branding guidelines. -- increased attendance at events and increased web traffic
• Collected and analyzed data for restructuring of advertising strategies -- led to improved attendance at events.
• Engaged public for interviews, ideas, and marketing materials

Selected Projects

HAVING A CATCH WITH DAD
Developed sound, story, and concept for interactive, improvisational object.
Assisted with coding and physical construction of ball and sensors: flex, accelerometer, and gyroscope
See the performance and learn more at http://dwig.lmc.gatech.edu/projects/catchdad/index.html

RE:ACTIVISM ATLANTA
A collaborative redesign, framework, and playtest of a competitive, urban, pervasive game as stand-alone, modular game for the Center for Civil and Human Rights in Atlanta. Designed experience, visuals, and backend prototyping/wireframing
See the game and learn more at http://www.kristjenkjems.com/6650reactivism.html

DESIGNING FOR PRACTICE: RUNNING
Took already existing technology, the Nike+ SportWatch, and through UX design, wireframed and concepted an inspirational tagging system for watch and mobile interfaces
See my UX walkthrough and concept at http://www.kristjenkjems.com/6399running.html

Affiliations + Associations

• IxDA: Interaction Design Association
• IGDA: International Game Developers Association
• Alpha Phi Sigma: National Honor Society
• Phi Theta Kappa: National Community College Honor Society
• Psi Beta: Psychology Honor Society

Community Outreach

• Different Games Conference: Web-developer, organizer, and panel moderator.