

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

## Areas of Expertise

User Experience Design  
User Interface Design  
Design Theory + Practice

Information Architecture  
Web Design + Management  
Wireframing + Prototyping

Mobile Design  
Research  
Theatre

Copywriting  
Marketing  
Physical Computing

## Education

**GEORGIA INSTITUTE OF TECHNOLOGY**  
Master of Science in Digital Media

Atlanta, GA  
May 2015

**UNIVERSITY OF MARY WASHINGTON**  
Bachelor of Arts in English Literature

Fredericksburg, VA  
June 2012

**BROOKDALE COMMUNITY COLLEGE**  
Associate of Arts degrees in English and Theatre

Lincroft, NJ  
August 2009

## Computer Knowledge

HTML, CSS, Javascript, jQuery  
C#, Java, Python  
Wordpress, Drupal

Balsamiq, Sketch  
JustInMind, Axure RP  
Illustrator, Photoshop

Google Analytics  
Raspberry Pi  
Electronics Hacking

Arduino  
iOS/Android  
Internet of Things

## Professional Experience

### Big Ass Solutions

#### User Experience Designer

Lexington, KY  
Sept '15 – Present

- Researched competitors and created heuristic reviews of customer facing products for evaluation by colleagues and decision makers.
- Underwent 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.
- Adhered to and applied both marketing and OS specific guidelines for mobile app design; including iOS Human Interface and Google Materials Design guidelines.
- Led user testing and ran participatory design workshops with internal and external participants. Made recommendations based on tests/workshops which led to a better overall product and more satisfied users.
- Maintained high velocity in agile development process.

See the mobile app I have been working on online at [www.haikuhome.com/service/owners-manuals/haiku-home-app](http://www.haikuhome.com/service/owners-manuals/haiku-home-app)

## Professional Experience, cont.

### MYSTERIOUS PACKAGE COMPANY

#### Experience Designer

Toronto, Canada  
May '14 - Sept. '14

- 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 adherence to deadlines.

### GEORGIA TECH IVAN ALLEN COLLEGE OF LIBERAL ARTS

#### Communications Specialist

Atlanta, GA  
May '14 - Aug '14

- Redesigned and updated out of date print and web material using 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.

### GEORGIA TECH IVAN ALLEN COLLEGE OF LIBERAL ARTS

#### Front-End Web Developer

Atlanta, GA  
Sept '13 - Apr '14

- Sole web developer for the Robert C. Williams Paper Institute Museum's Mapping Place Exhibit.
- Worked closely with faculty in developing and designing a website in conjunction with the exhibition.
- Underwent iterative design process and adhered to strict deadlines and demands of marketing team and exhibit designers.
- Ensured that website would be easily maintainable by administration via a CMS system beyond my tenure.

## 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://dwwg.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, web, and mobile interfaces.

See my UX walkthrough and concept at <http://www.kristjenkjems.com/6399running.html>

## Affiliations + Associations

- IxDA
- IGDA
- 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.
- Atlanta Track Club