

KRISTJEN KJEMS

848-469-0530 | kristjen.kjems@gmail.com | www.kristjenkjems.com | Lexington, KY

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
User Interface Design
Design Theory + Practice

Information Architecture
Native Mobile Design
Wireframing + Prototyping

Research
Theatre
Product Design

Copywriting
Marketing
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
C#, Java, Python
Wordpress, Drupal

Balsamiq, Sketch
JustInMind, Axure RP
Illustrator, Photoshop

Arduino
Raspberry Pi
Electronics Hacking

Usertesting.com
User Zoom
Internet of Things

Professional Experience

Humana // Brooksource

User Experience Architect and Mobile Product Designer

Louisville, KY

2017 – Present

- Sole Product Designer, Information Architect and Interaction Designer for a large consumer-facing transactional, informational, and marketing native mobile (iOS and Android) application that has the potential to reach 20 million members, with over **100,000** unique visitors each month.
- Delivers artifacts necessary to contribute to a robust Agile development cycle, including annotated sketches, low fidelity comps/wireframes, user and transaction flows, site maps, prototypes and navigation models and follows cycle through of concept to delivery.
- Collaborates with leading design agencies, user-research firms and teams across the organization to focus on integrating best practices in usability, analytics, accessibility, responsive design, social media marketing, cross-platform strategy and Agile development.
- Develops high-level and/or detailed user scenarios, wireframes and prototypes to effectively communicate design ideas and leads at least one immersive user research, concept test, and/or usability test per month to assist in iterative design process and continual improvements.
- Understands target audiences' needs, tasks, and goals and translates them into creative concepts and functional components.
- Participates in development of user personas and scenarios to clarify results of user research and focus the team's design efforts on the needs of key users.
- Conducts competitive audits, heuristic reviews, and market research.

CONTINUED ON PAGE 2

Professional Experience, cont.

Big Ass Solutions

User Experience Designer

Lexington, KY
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.

Selected Projects

METTIS TRAINER ANDROID APPLICATION

Currently underway - working visual design for a proof of concept Android phone application specific to bettering running form by way of insole sensors. <https://www.mettistrainer.com>

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 <https://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 <https://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 <https://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.