

CREATIVE DESIGNER

Keli Elizabeth Rice

I am a Creative Designer with an educational and professional background that spans architecture, user experience design, and human-computer interaction design in complex technical environments. My favorite design problems exist where technology meets space, and my diverse background helps me bridge the gaps that my clients often encounter.

Experience

2024-PRESENT

Technology Systems Designer

Hammel, Green, and Abrahamson (HGA)

Experience Consultations | Facility-Integrated Technology Design
Developing AV Models and Diagrams | Process Development
Construction Documents | System Evaluation

2017-2024

Director of UX/UI Design

Professional Audio Design

UI Designer for AV Systems | Front-End Development
User Training | Establishing UX Design Processes
Brand Stewardship | System Evaluation and Planning

2014-2017

Architectural Assistant

University of Wisconsin-Milwaukee

Project Manager for Campus Signage | Graphic Design
Manage Campus Planning Website | Promote Capital Projects
Maintain Facility Database | Event Coordination

Interests

User Centered Design | Collaborative Project Approach | User Training
Interaction Design | Rapid Prototyping | Information Sciences
Cross Directional Mentorship | Diagramming and Iterative Design
Electronic Exhibits | Rock Climbing | Cycling | Community Science

Education

BS Architecture - University of Wisconsin-Milwaukee

Two-Dimensional Design | Greening Milwaukee | Architecture & Human
Behavior | Virtual Modeling | Sustainable Architecture of the 21st Century

CONTACT ME

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NOTEWORTHY WORK

Lindemann Center
Brown University

Milwaukee Symphony Orchestra
Bradley Symphony Center

Emergency Department
Froedtert Hospital

Corporate Headquarters
Duluth Trading Company

Various Hearing Rooms
Wisconsin State Capitol

TECHNICAL SKILLS

InDesign, Illustrator, Figma
Rhino, Revit, AutoCAD
Clip Studio, Photoshop
VS Code, GitHub

CERTIFIED STUDY

AV Mathematics (AVIXA)
UX Design (Coursera)
QSYS Level I (QSC)
Dante Level III (Audinate)