

KELI RICE

CREATIVE DESIGNER

about me

I am a Creative Designer with an educational and professional background that spans architecture, user experience design, and 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. I work with end-users to make their interactions with technology a positive experience, and find ways to create digital solutions that are responsive to their needs, functional, and well-designed.

experience

Director of UX/UI Design
Professional Audio Designs (2017-Present)

UI Designer for AV Systems | Front-End Development
Developing AV Models and Drawings | User Training
Brand Stewardship | Establishing UX Design Processes

Architectural Assistant
University of Wisconsin-Milwaukee (2014-2017)

Designing and Overseeing Production of Campus Signage | Manage
Campus Planning Website | Develop Promotional Materials for Events

interests

User Centered Design | Collaborative Project Approach | User Training |
Interactive Education | Expanding Technical Knowledge | Cross
Directional Mentorship | Diagramming and Iterative Design

Electronic Arts | 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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notable interface designs

Dodge Performing Arts Center
St. Mary's College of Maryland

Milwaukee Symphony Orchestra
Bradley Symphony Center

PRAx Center for Creative Arts
Oregon State University

Corporate Headquarters
Duluth Trading Company

Various Hearing Rooms
Wisconsin State Capitol

technical skills

Adobe 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)