

Kyley Gray

User Experience Designer and Developer

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Work Experience

UX Developer | BP3 Global/ Remote | August '22 - April '23

- Consulted UX and UI design with a team of designers and developers for a client's application.
- Designed entire UX and UI flows from the ground up, starting with business requirements, white-boarding flows between pages, and helping the creation of functional prototypes in Angular.
- Conducted live interviews with potential users of the future application, creating a script beforehand and observing them use the prototype.

Automation Unit Tester | WorkBoard, Remote | Jan '22 - June '22

- Designed and developed scripts for automation testing in the open source automation scripting library, Cypress.
- Reported bugs and presented reports with findings to the development team.
- Maintained, organized, and managed a series of scripts within a scope, updating them when changes to the website occur.

Full Stack Web & UI/UX Developer | Boeing, Remote | April '20 - January '22

- Designed and reworked several new and existing single-page identity access management apps.
- Implemented a system in Javascript/Angular that served global variables to all apps within a domain.
- Developed new administrator applications with separate front-end and back-end servers connecting to proprietary internal APIs and databases. These apps were used in a high-security environment.
- Lead a restructuring CI/CD project that reduced dev time setting up projects by several weeks.
- Launched several JavaScript Angular and Java Spring Boot full-stack apps to production, logging feedback from users and making changes where necessary while considering scope and budget.

High School Computer Science Teacher | King's Schools, Shoreline | June '18 - June '20

- Designed, taught, and managed 2 blocks a semester of high-school Computer Science classes: HTML, CSS, JavaScript, Python, Minecraft for Education (Scratch), and Digital Music Production.
- Mentored a set of student interns to assist in the roles of IT and learning technology.
- Lead an effort to improve student's consistency of online learning and assignment submission by trialing several different education SaaS products, setting the stage to be fully-online in 2020.
- Supported teachers as an on-call contact with technical support in the classrooms.

Skills & Education

Languages: HTML, CSS, Sass, Javascript, Java, Python, Bash, JSON, YAML

Frameworks: Angular, Vue, React, Springboot, Node, Express

Techniques: UI/UX Design, Adobe, Agile, Git, Postman, Figma, Miro, REST

Education: Bachelor's Degree in Computer Science from BIOLA University Completed in 2019