

Kirsten Green

UI Developer

kirstengreen.com

hello@kirstengreen.com

(240) 542 - 8825

Skills

- Software Development
- HTML
- CSS
- Javascript
- Node.js
- Express.js
- Mongoose
- Mongo
- React
- Vue
- GitHub
- Object-Oriented Programming
- Responsive Design
- User Interface Design
- Design Systems
- Product Design
- Web Design
- Wireframing
- Prototyping
- Data Visualization
- Information Architecture
- Web Content Accessibility Guidelines (WCAG)
- W3C Accessibility
- Agile Development/Scrum
- User Stories

Software

- Visual Studio Code
- Axure RP
- Balsamiq
- Figma
- Sketch App
- Zeplin.io
- Adobe Creative Cloud
- Jira
- Confluence
- Trello
- Microsoft Suite
- macOS

I am a process-driven UI Developer who seeks to build systems that enable design and development teams to create their best work together. By having a professional background in design, I bring a perspective that allows me to work with the challenges that affect both teams. I enjoy seeing ideas grow into usable products and have a passion for making that process as easy as possible for all involved.

Professional Development

General Assembly

Computer Software Engineering Immersive Student

January 2021 - April 2021

Over a 12-week period of time, I dedicated over 480 hours to professional training and development to become skilled in Software Engineering. I used modern methodologies and technologies to develop programs that reflect proficiency in a variety of programming languages.

Work

SHL

UX Design Contractor

January 2020 - May 2020

While at SHL, I worked with the Product and UX teams to develop a new product that helps clients find the right candidates for their team.

- Worked with Product to define product needs and user requirements
- Developed ideas and solutions that consider both our clients and their candidates as end-users
- Used Figma to develop site maps, user flows, wireframes, UI, and prototypes
- Used Figma to create a componentized design system to enable the design team to quickly create mockups for ideation and development

Gartner

UI/UX Designer

July 2016 - August 2018

During my time at Gartner, I worked on TalentNeuron, a leading talent analytics web application used by recruiters, talent analysts, and other HR professionals. As a UI/UX Designer on the team, I was an active part in all aspects of the Design Thinking process.

- Developed a research process, which allowed the UX and Product teams to run regular interview and testing cycles with users
- Analyzed user interviews to identify problems users needed to solve in their work and what problems they encountered while using TalentNeuron
- Used research data to drive strategy based on the evolving needs of our users
- Developed and maintained personas by collecting data through interviewing users and key stakeholders

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- Worked with the team to define problems and ideate on solutions through Design Thinking workshops
- Created interactive prototypes and wireframes in Axure
- Defined a design system by creating a style guide and reusable components in Sketch
- Created UI in Sketch, including design patterns and data visualizations
- Actively worked one-on-one with developers to meet acceptance criteria defined by Product
- Used Zeplin.io as a design reference and communication tool between the development and design teams
- Participated in daily stand-up and scrum meetings
- Worked in an Agile environment to ensure quick delivery and responsiveness to our users' needs

CEB, now Gartner

Web Design Contractor

April 2016 - June 2016

As a part of CEB's Web Design Studio, I provided internal clients with web-based assets and designs to help support their business' particular needs.

- Used the Web Content Accessibility Guidelines (WCAG) to perform a design audit of CEB's public and member sites
- Created on-brand visual design solutions that were AA compliant or better according to WCAG
- Updated the public website using Adobe Experience Manager
- Used Photoshop to design several marketing pages for the public website
- Created custom sites using HTML & CSS while managing CMS constraints
- Maintained conference microsites by updating their design and content
- Used Photoshop to design a survey tool for CEB IT Roadmap Builder

CBRE

Graphic Design Contractor

June 2015 - October 2015

I worked for CBRE's Property Marketing Studio to create marketing collateral for internal organizations across the southeastern region. I supported the studio as it grew from a pilot program that served only the southeast to an official service with several teams that provided marketing design for multiple regions across the United States.

- Used InDesign to create property branded pamphlets, brochures, flyers, and offering memorandums
- Designed and developed property eBlast campaigns
- Worked on projects that required quick turnarounds

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Blue Water

Graphic Designer; previously Graphic Design Intern

July 2014 - February 2015

While I was at Blue Water, I worked on the agency's rebranding project, which included digital and print collateral products. I also designed several websites and provided UX and QA support for our team.

- Used Adobe Illustrator, InDesign, and Photoshop to create branded assets and collateral
- Created wireframes in Balsamiq
- Created web designs in Photoshop
- Developed prototypes in InVision
- Used Illustrator to create illustrations for a series of educational videos
- Identified usability and UI bugs for several websites that were in development
- Annotated user testing videos

Education

University of Maryland Baltimore County (UMBC)

Bachelor of Fine Arts (B.F.A.), Graphic Design

2008 - 2014