

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. I understand the challenges both teams face and strive to develop solutions that help them create their best work together. My primary role is bringing a designer's work to life by using frameworks such as React or Vue and ensuring styles are consistently implemented across platforms. I enjoy unraveling the challenges that come with developing interactive elements and love seeing others achieve their goals with what I have created.

Software Development Experience

General Assembly

Software Engineering Immersive Student

January 2021 - April 2021

Over a 12-week period of time, I dedicated over 420 hours to professional training and development to become skilled in Software Engineering. I used modern methodologies and tech to develop programs that reflect my proficiency in a variety of programming languages.

Genshin Impact Inventory: Developed a tool that users can use to track their best in-game artifacts. While using this tool, a user can create, read, update, and delete (CRUD) artifacts for their inventories. Primary technologies used were CSS, HTML, JavaScript, EJS, Express, Mongoose, and Mongo.

Stardew Valley Resource Tool: Developed a tool that users can use to calculate how many resources they need in order to craft an item for their farm. Users can search through a database of craftable items to find the one they want to build. Once they select an item, they can define how many they want to make and get the number of resources they need to make those items. Primary technologies used were Vue, Python, PostgreSQL, JavaScript, CSS, and HTML.

Work Experience

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
- Used Figma to create a dev guide to help developers build the components design created

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Education

General Assembly

Software Engineering
Immersive
2021

University of Maryland Baltimore County (UMBC)

Bachelor of Fine Arts (B.F.A.),
Graphic Design
2008 - 2014

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 that allowed the UX and Product teams to run regular interview and testing cycles with users
- Developed a process between UX and Development that increased collaboration and equal compromise for difficult product solutions
- Used research data to drive strategy based on the evolving needs of our users
- 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.

- Created custom sites using HTML & CSS while managing CMS constraints
- Maintained conference microsites by updating the design, content, and code
- Updated the public website using Adobe Experience Manager
- 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

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.

- Identified usability and UI bugs for several websites that were in development
- Created wireframes in Balsamiq
- Created web designs in Photoshop
- Developed prototypes in InVision

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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