Kirsten Green

Product Designer

kirstengreen.com
hello@kirstengreen.com
(240) 542 - 8825

Skills

- User Interface Design
- User Experience Design
- User Experience Research
- Design Thinking
- Agile
- Web Content Accessibility Guidelines (WCAG)
- W3C Accessibility
- User Flows
- Information Architecture
- Wireframing
- Prototyping
- Design Systems
- Product Design
- Mockups
- Data Visualization
- Web Design
- HTML5 and CSS3
- Illustration

Software

- Adobe Creative Cloud
- Axure RP
- Balsamiq
- InVision
- Sketch App
- Figma
- Abstract
- Zeplin.io
- Procreate (iPad application)
- Jira
- Confluence
- Trello
- Microsoft Suite
- Microsoft Teams
- Proficient in MAC & PC environments

I am a user-focused designer with experience in identifying and providing solutions for user-identified problems in products. I enjoy translating user research findings by developing prototypes for user testing and designing clean user interfaces. I am an accessibility advocate and work towards making designs that reflect that ideal. Currently, I am exploring the technical side of UX and UI development by learning JavaScript for user interaction and strengthening my CSS skills to develop user interfaces.

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

Kirsten Green Design
Freelance Visual Designer and Illustrator
October 2018 - Present

As a freelancer, I primarily work on web-based projects. The core services I provide include cataloging and prioritizing project requirements, identifying what users need from a product, wireframes, interactive prototypes, and UI/Visual design.

- Use Sketch and Figma to develop wireframes, web designs, and visual design systems
- Pursue development by taking Codecademy classes to learn Javascript
- Use traditional media, Procreate, and Illustrator to work on artistic personal projects
- Use Photoshop and Lightroom to edit photography

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
- 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 too l 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