Kaylie Woods

Design Engineer

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Design Engineer with proven visual design, user experience and front-end development expertise seeking a new opportunity on a user-centric and highly-collaborative team where I can leverage my creativity and technical ability to solve problems from ideation to production.

Skills

HTML 5 & CSS 3 • Sass • Responsive CSS & design • JavaScript & TypeScript • CSS frameworks • Bootstrap 4 & 5 • Angular 6+ • RxJS • API Development & Postman • GIT & GitHub • Integration & Unit Testing • Karma • Section 508 / WCAG compliance • Design Systems (creation & maintenance) • Adobe Creative Cloud • Figma • Wireframing & prototyping

Competencies

Problem Solving • Troubleshooting • Critical Observation & Thinking • Creativity & Curiosity • Visual Design • Empathy • Accessibility • Information Architecture

Education

- Blaizing Academy // *January 2020 - April 2020* // Web Development
- Ball State University // *August 2014 - May 2018* // B.A. in Journalism Graphics

Experience

ProRank, Remote // prorank.ai

Angular Developer (September 2023 - June 2024) // Design Engineer (June 2024 - October 2024)

ProRank is a startup seeking to transform talent acquisition in healthcare. I joined as Angular Developer, developing front-end features and enhancements, but as time progressed, I assumed responsibility for UX and UI design and front-end developer mentorship in addition to angular development. I was a key voice in the ideation discussions behind MVP and I brought these discussions to fruition in wireframes and hi-fidelity mockups. Once the designs were approved, I tackled the angular development required to bring them to life in the product . These efforts established ProRank's new look and the direction of the product, which led to the signing of ProRank's first client.

Responsibilities:
- Ideate on solutions for new features and/or alleviating user pain points from both a user and technical perspective
- Create and maintain user personas & flows, as well as technical front-end flows
- Design wireframes, hi-fidelity mock-ups and prototypes in Figma
- Create & maintain style guides, color palettes, and the associated CSS/Sass for them
- Continuous improvement of front-end code, especially styling
- Design QA: ensuring the UI is pixel-perfect and follows the style guide
- Translate Figma mock-ups to fully-functional code
- Review pull requests in the Angular repository
- Assist other developers as needed with anything related to the Angular repository

Genesys, Indianapolis, IN

March 2022 - September 2023 // Software Engineer

A few releases involving features I developed: October 26, 2022, July 26, 2023, March 22, 2023

Genesys Cloud develops call center and customer service software, driven by empathy. The Analytics UI team develops views where managers can go and see various analytics and graphics that relay call center agent productivity. I was a software engineer responsible for developing new views and features for Analytics UI.

Responsibilities:
- Develop new views & features for the Analytics UI team
- Troubleshoot & resolve bugs
- Convert legacy JavaScript files to TypeScript
- Keep environment updated by removing legacy dependencies
- Write automated tests & resolve test failures
- Review peer code & implement feedback on my pull requests

TCC Solutions, Indianapolis, IN
April 2020 - March 2022 // UI/UX Developer

TCC is a leader in the early childhood education and care solutions industry, developing solutions that help organizations in the industry solve problems to better serve children and families. From 2020-2022, I was the sole UI/UX Developer on the team and my time was spread across multiple projects (highlighted below).

GoGoMeds // gogomeds.com
- GoGoMeds is an online pharmacy laser-focused on leveraging technology to make prescription medicine low-cost and stress free. I developed the front-end redesign of the platform in 2020, amongst a team of developers. I also audited pages for design and user experience discrepancies, ensured Section 508 & WCAG Compliance, updated content as needed, and took the lead on design efforts for re-building GoGoMeds from the ground up.

NJCCIS // njccis.com
- NJCCIS is a government-run organization for families in New Jersey seeking childcare. In 2022, I developed full-stack features, resolved bugs, and audited pages for design, user experience, and accessibility discrepancies.

TCC // e-tcc.com
- In addition to client projects, one of my responsibilities was maintaining TCC's website and adding or removing content as needed.

Meck Pre-K // ascend.meckprek.com
- Meck Pre-K is a Pre-Kindergarten Program for families in North Carolina. As UI/UX Developer, I was responsible for coding the layout and design of new features and for auditing software engineers' code to ensure accessibility and response to screen size.

Responsibilities:
- Design user interfaces utilizing Adobe XD
- Code user interfaces based on wireframes
- Ensure 508 compliance and mobile responsiveness of user interfaces
- Troubleshoot and fix front-end and back-end bugs
- Implement full-stack features based on user stories provided by a business analyst

AOTMP, Indianapolis, IN
October 2018 - December 2019
Technical Support Specialist (June 2019 - December 2019) // Marketing Designer (October 2018 - June 2019)

In 2018-2019, AOTMP was on a mission to transform telecom expense management by providing valuable insights that enable TEM environments to lower costs and boost efficiency. I joined in October 2018 as a Marketing Designer, tackling all design materials while also assisting with social media, copy writing and photo/video editing. I transitioned to a

different role where I was a UI designer and also the IT catch-all who assisted my coworkers with technical issues and set up new hire computers/workstations. From summer 2019 until December 2019, I collaborated with management to design an application that would serve as a central home for users to view and interact with metrics conveying the state of their company's telecom expense management efforts.

Responsibilities:
- Designed the user interface for a concept web application utilizing Figma
- Assisted employees with various computer, software, and device issues
- Set up new hire computers & workstations
- Managed IT inventory, licenses, and other IT assets
- Provided employees with technology tips & tricks
- Designed research reports and corresponding graphics
- Executed the AOTMP brand through the design of various marketing materials, utilizing Adobe Creative Cloud