



Per Kvanbeck

User Experience Designer

Minneapolis, MN
1 (612) 205-8423
perkvanbeck@gmail.com
www.perkvanbeck.com

SKILLS

Adobe Creative Suite
Agile
Art Direction
Axure RP
Blender 3D
HTML/CSS
Confluence
Git

Heuristic Analysis
Illustrator
Interactive Prototyping
inVision
JavaScript
Jira
Journey Maps
Personas

Photography
Photoshop
Public Speaking
Rapid Prototyping
ReactJS
Sketch
Usability Testing
User Experience

User Interface Design
User Research
Web Design
Web Development
Wireframing
Wordpress
XD
Zeplin

EXPERIENCE

USER EXPERIENCE DESIGN STUDENT

Prime Digital Academy - Minneapolis, MN

June 2018 to Present

Gilda's Club Twin Cities

- Identified out-dated data analysis practices within the company. Researched current business intelligence solutions to assist company in fully utilizing data.
- Designed and conducted research protocol to identify key data relationships essential to the business and future relationships that would improve data driven decisions.
- Designed Power BI dashboard with team of UX designers. Dashboards outlined key data relationships while reducing the time and effort to gather and manage data from all sources.
- Presented findings and developed a hand-off package that entails future management. Included implementation recommendations of additional data sources that would further enhance the business intelligence platform.

ART DIRECTOR

Total Expert - St. Louis Park, MN

January 2017 to June 2018

- Developed and deployed a brand update to differentiate and elevate the company's image.
- Initiated and lead an interdepartmental collaborative design meet up. Discussed best practices, brand guidelines, and design inspirations.
- Managed and mentored designers across departments.
- Produced trade show material from booth design to collateral.
- Collaborated with web designer to develop forward thinking flexbox css framework.

CREATIVE PRODUCER

Agents of Discovery - Vancouver, BC Canada

May 2014 to July 2016

- Defined scope of development project and assisted in cost calculation for Agents of Discovery.
- Initiated and lead bi-weekly touch point meetings with clients about the status of their mobile or web application and worked as a contact point for the project manager and our development team.
- Designed future features with the Creative Director and development team.
- Created wireframes and hi-res mockups of the features to be added to the game.
- Ensured the end product met the requirements and quality of the original concept via close collaboration with developers.
- Designed the user interface and experience, created mini-game concepts and assets.
- Developed in game copy for mission sites, working closely with on-site park rangers and regional experts.

CO-FOUNDER

True Norse Films - Minneapolis, MN

May 2008 to Present

- Won Best MN Made: Minneapolis International Film Festival 2013.
- Design and produce monthly publications for Eco Media Publishing.
- Designed and developed True Norse Films website.
- Produced and filmed multiple award winning short films.

EDUCATION

User Experience Design Certification

Prime Digital Academy, Minneapolis, MN
Human Computer Interaction

B.A. Psychology

Augsburg College, Minneapolis, MN
Dean's List and Psi Chi Honors Club

Study Abroad

University of Auckland
Auckland, NZ
Australearn

AWARDS

Best MN-Made Short Film

2013 Minneapolis-St. Paul International
Film Festival

Best Emerging Filmmaker

2012 Minneapolis 48 Hour Film Festival