

KAITLYN CAMERON

PRODUCT DESIGNER // UX DESIGNER



VIEW

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CONTACT

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SKILLS

Design Tools

Figma	●●●●●●
Sketch	●●●●○○
InVision	●●●●●●
Adobe Illustrator	●●●●●○
UserTesting.com	●●●●●●
Survey Monkey	●●●●●●

Design Skills

Interaction Design	●●●●●●
User Research	●●●●●●
Usability Testing	●●●●●●
Rapid Prototyping	●●●●●●
Information Arch.	●●●●●●
Wireframing	●●●●●●

Development

HTML/CSS	●●●●●●
Java	●●●●○○
Javascript	●●●○○○

AT A GLANCE //

Utilizing processes as diverse as the context they are designed for. Driven learner, with adaptability and creativity unique for each product environment.

EDUCATION //

B.S. in Informatics, Human-Computer Interaction (HCI) 2020
University of Washington, Information School
+ Consecutive Dean's List Recipient, UW Honor Society

EXPERIENCE //

Lead UX Designer & Researcher 2020
CounterCOVID - Last Myle, LLC
Seattle

- + Launched Covid-19 risk assessment website for King County residents using Johns Hopkins data; translated in 10 languages
- + Created ethnography study, interviews, surveys and synthesis
- + Designed style guide, wireframes and prototypes for mobile and desktop, informed by research
- + Optimized user experience by iterating based on usability tests

Design Lead & Instructor 2019-2020
Engineers Without Borders
Seattle

- + Managed students, led meetings and orchestrated workshops; worked within requirements to design an interactive TV display

Chief Design Officer 2020
Seattle Sustenance - University of Washington
Seattle

- + Launched accessible, Seattle low-income meal program website; independently led design vision and generated hi-fi prototypes
- + Oversaw that website development aligned with designs; contributed to the engineering and deployment of website

Customer Experience Design Strategist 2019
Premera Blue Cross
Mountlake Terrace

- + Optimized user efficiency by redesigning key customer touch points, decreasing navigation time by 55%
- + Collaborated with software development teams, internal product owners and external stakeholders
- + Created service design blueprints to identify customer journey weaknesses; utilized strengths, increasing satisfaction by 40%
- + Spearheaded research to inform decisions by launching online studies, user testing and interview protocols

Lead Product Designer & Researcher 2018
BloodHub - University of Washington
Seattle

- + Created a blood donation app and conducted a case study; generated cohesive content, user flows and architecture schema

Data Visualization Specialist 2017
Twitter & Pop Culture - University of Washington
Seattle

- + Transformed Twitter's API using Rstudio to create an interactive website exploring pop-culture and Twitter's relationship