

Kelly Kuykendall

UX Designer | UX Researcher

[Email](#) | [Portfolio](#) | [LinkedIn](#) | PDX, OR | 817-992-2069

Experience

UX Research Apprentice

Freelance | Tech Fleet | June 2022 - August 2022

- Coordinated interviews and usability testing with 5 team members across 4 different countries and 5 time zones
- Led client meetings and presented research findings, updating designers, developers, and strategists on the status of research projects, and suggested next steps for the research plan
- Created deliverables that communicated findings from new tests and former client research for interdepartmental and client handoff
- Evaluated user needs by analyzing qualitative and quantitative data through user interviews and usability testing on the client's platform

UX Researcher

Freelance | Go Laadli | April 2022 - June 2022

- Worked independently to develop a research plan based on client's needs
- Conducted a competitive analysis on existing job search platforms to understand which platform fulfilled users' needs
- Synthesized new research findings into deliverables and facilitated client meetings for research presentations and deliverable handoff
- Designed a survey to collect data on the impact of the new deliverables on the platform for future research

UX Designer | UX Researcher

Freelance | Prosperity Digital Marketplace | February-March 2022

- Collaborated with a team of designers on a UX Audit of the current platform to understand user pain points in PDM's onboarding and income verification process
- Conducted user surveys, user interviews, and usability tests on PDM's staging site to create alternative user flows that increase business transparency and user trust in PDM's platform
- Created wireframes, a mid-fi, and a hi-fi prototype
- Designed deliverables for client and developer handoff: hi-fi prototype, journey map, persona, user research, and problem statement

Props Stylist | Fine Art Fabricator

May 2011-December 2021

- Built and styled props for companies such as National Geographic, McDonald's, Amazon, and 13 independent film productions under tight budgets and time constraints
- Collaborated with a team of studio artists as a materials specialist and technician for 3 large-scale contemporary art installations
- Researched and sourced raw materials and established working relationships with vendors
- Created prototypes (miniature and full-scale), material tests, and final art objects based on artist or project manager's specifications under strict exhibition deadlines

About

I am a researcher and designer in Portland, OR, who loves to collaborate and build. My professional history in fine art fabrication and teaching has led me to become an empathetic problem-solver who strives to push the boundary between creativity and pragmatism. I believe there is always a solution to a problem, all we need to do is ask the right questions together.

Skills

UX/UI Design
UX/UI Research
Information Architecture
Prototyping
Wireframing
Usability Testing
Agile Methodologies
Data Analysis & Visualization
Iterative Development
Quantitative and Qualitative Data Analysis
User Interviews
Design Studio Enthusiast
Dynamic Presenter
Excellent Collaborator

Tools

Figma
Miro
Procreate
Microsoft Office
Google Workspace
Illustrator
Photoshop

Education

General Assembly

Dec 2021 - March 2022
UX Immersive Design Fellow

Tyler School of Art

August 2016 - May 2018
MFA Fibers & Material Studies

Lewis & Clark College

August 2006 - May 2010
BA Studio Art