

KAITLIN KING

UI/UX Designer with a Computer Science Background based in the Bay Area

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SKILLS

Technical Skills - User Research, Data Collection & Analysis, Sketching & Storyboarding, User Flows, IA & Site Maps, Wireframes & Mockups, Prototyping, WCAG & Accessibility, Usability Testing

Tools - Figma & Figjam, Adobe XD, Google Suite, Microsoft Office, Python, Java, C++, Basic HTML & CSS

Soft Skills - Active Listening, Cross-Functional Teamwork, Critical Thinking, Detail-Oriented, Time Management

EXPERIENCE

UX Designer - *Sofvie Inc. | REFit Refrigerant Management Inc., Canada* AUG 2023 - OCT 2023

- Designed mobile screens and interactions to digitize and simplify paperwork for refrigerant technicians.
- Worked together with data science and developer teams throughout the design phase to facilitate hand-off.
- Expanded on past user flows and prioritized screens to create a working prototype of the app's red routes.

UX Designer - *Sofvie Inc., Canada* MAR 2023 - OCT 2023

- Designed an internal dashboard to improve employee work efficiency from a couple of hours to under 20 minutes, with a minimum of 50% reduction.
- Collaborated with the data science team and conducted 8 interviews with stakeholders to design a user-friendly interface based on feedback and user goals.
- Standardized the team's design system of colors, typography, and components to ensure consistency of the company's brand.

English Teacher - *Global Village Workshop, Hong Kong* APR 2021 - NOV 2021

- Created engaging coursework, customized to children's needs and skill levels, to improve their English skills for students from grades 1-5.
- Digitized and simplified student report process, cutting down completion time from over 30 days to 2 days.

PROJECTS

UX Designer - *literari* DEC 2022 - FEB 2023

- Designed an ebook mobile app, focusing on converting users from free to premium through subscription.
- Conducted a competitive analysis on other popular Freemium apps and user testing to find user preferences, frustrations, and pain points.

UX Designer - *Travelry* SEP 2022 - NOV 2022

- Conducted 5 user interviews and secondary research, as well as created empathy maps and user flows to understand target users.
- Worked end-to-end to produce an interactive, high-fidelity prototype for planning group trips in Figma through multiple, rapid iterations.

EDUCATION

UI/UX Design Certificate - *Springboard* SEP 2022 - JUL 2023

700+ hours of hands-on course material, with 1:1 expert mentor oversight, completing 4 in-depth portfolio projects.

UI/UX Design Certificate - *Google & Coursera* MAR 2022 - JUL 2022

7 course program to learn foundational UX concepts and design 3 end-to-end projects.

B.S. in Computer Science - *University of California, Irvine* SEP 2017 - MAR 2020