# KEVIN LAIRD/UX DEVELOPER

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#### PROFILE

I am a 2019 Interactive Media Design cum laude graduate from the University of Washington. As a passionate designer, I have experience developing several user interfaces utilizing design tools such as Sketch Illustrator, Photoshop, and Figma. Examples include a variety of different applications such as my website and a school project of a unique display of brain activity to enlighten self awareness.

# EXPERIENCE

#### Web Host Support Technician

Hostwinds LLC | 2020 - Current

• Drove sales by providing accurate and fast information to potential clients.

• Improved Hostwinds' overall reputation by maintaining a 93% client satisfaction rating.

 Developed long-lasting relations with big-time clients, further promoting Hostwinds' profits.

I enjoy and value working with a team to achieve successful outcomes in delivering innovative results. Beyond academic rigor, my curiosity and selfmotivation to expand my knowledge and expertise led me to learn front-end web development in order to empower myself to contribute to my future success.

# SKILLS

#### PROGRAMMING

- HTML5
- CSS
- JavaScript
- jQuery
- SCSS
- SASS
- NodeJS
- EJS
- react.js

#### SOFTWARE

#### DESIGN

- Web Design
- UI Design
- Personas
- Use Case Scenarios
- Lean UX
- Agile Development
- Wireframing
- Site Mapping
- Responsive Design

#### OTHER

• Duties Include: Site-migrations, PHP configuration, DNS Configuration & setup, SMTP setup, MySQL installation/updates, Plesk Support, cPanel/WHM support, Linux Installation & setup, website optimization, GLUE Record setup, Cloudflare setup/ troubleshooting

#### FRONT-END WEB DEVELOPER

#### Self-employed - Consultant | 2019 - Current

• Developed functional web applications that are user friendly and followed W3C standards to create an engaging and accessible user experience.

• Tested web applications for bugs and found fixes to create high quality websites.

• Designed web applications in Sketch and exported designs to Zeplin to accelerate production in launching products.

#### GAME DESIGNER

Digital Future Lab | Jan 2019 - Jun 2019 • 6 months - Internship

- Sourcetree
- Adobe Suite
- InVision
- Figma
- balsamiq
- Sketch
- Zeplin
- cPanel/WHM
- Plesk
- WordPress

#### • AR/VR

- Social Media
- Marketing
- Team-focused
- Test-Cases
- Site Migrations • SMTP
- DNS Configuration
- SEO • Linux Installations

# EDUCATION

### BA INTERACTIVE MEDIA DESIGN (IMD) University of Washington | Sep '17 - Jun '19 • 3.74 GPA

**Mission:** Many times there is miscommunication within the tech industry between designers and developers. This major serves to bridge the gap between design and development by delivering an interdisciplinary approach, combining both STEM and IAS into one major.

#### Associates Arts & Sciences

- Designed and tested engaging levels in the new puzzle game, "SEED" to create thought-provoking and memorable experiences for the users.
- Tested the multiplayer update for Ghostlight Manor to ensure a smooth and bug-free release.
- Utilized gitlab and Sourcetree to log bugs, update the supervising manager of completed tasks, and create a communicative environment between teams.

#### UI/UX DESIGNER

IntroSpect | Jan 2019 - Jun 2019 • 6 months - Academic

- Created deep self-reflection by converting brain-wave data into an augmented reality (AR) experience.
- Documented, recorded, and displayed the six-month design journey in a display exhibit, providing insight to hundreds of visitors.
- Researched scientific inner-workings behind the MUSE EEG brain sensor to create a more engaging and understandable experience.

Bellevue College | Sep '14 - Dec '16

**Mission:** Utilized my High School's "Running Start" program to create a broad understanding of context in design, a deep understanding in the Liberal Arts, and cultivate a pathway to grow and explore new areas of study.

Awards Societies/Clubs UX Club Cum Laude Honors Phi Theta Kappa, National Honors Society

Society for Collegiate Leadership & Achievement (SCLA)

#### QUALITATIVE RESEARCHER

Wing Luke Museum | Sep 2018 - Dec 2018 • 3 months - Academic

 Used data collected to create intuitive solutions to improving the visitor journey and increase guest return rate.

 Applied collected data to create verbal and visual surveys for guests and improved data collection quality in doing so.

• Final report's recommended solutions were used on-site and have been successful in their intended uses.