KATE B. WHITE

Visual designer and user experience specialist based in NYC and Westchester.

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QUALITIES

- Enthusiastic and passionate about user experience
- Process-driven and thrives on organization
- Collaborative, confident, and approachable

SKILLS

- **Design & Creative Production**
  Adobe Creative Suite, primarily Photoshop, Illustrator & InDesign; Sketch; Figma

- **Wireframing & IA**
  Invision; Axure; Omnigraffle

- **Project Management**
  Agile & Waterfall Methodologies; Youtrack; Trello; Client Communication & Support; Workflow Documentation & Enforcement

- **Additional Skills**
  Organizing & conducting User Research; Extensive CSS & HTML knowledge; Creative Direction; Content Strategy; Social Media Marketing

EDUCATION

Pratt Institute *Brooklyn, NY*
Bachelor of Fine Arts in Communications Design
2006–2010

REFERENCES AVAILABLE UPON REQUEST.

EXPERIENCE

Modus *New York, NY* — MARCH 2015–CURRENT

As a Senior UX Designer and UX Project Lead, I strategize, prototype, manage, and design digital experiences for various platforms and clientele in industries such as insurance, health care, human resources management, accounting, and more.

- Work with various stakeholders to interpret business requirements and develop robust and innovative wireframes and prototypes as well as performing comprehensive user research and auditing to further educate decisions.
- Create striking visual designs for marketing sites, intranets, mobile sites, software products, and other digital interfaces.
- Lead client-facing communications and presentations as a user experience expert, building strong and trusting relationships with stakeholders.
- Lead and manage multiple projects with various sized teams from client kickoff to final delivery, completing each project ahead of schedule and under-budget.
- Implemented, documented, trained, and enforced the workflow process for entire UX team of about 15 people, utilizing Trello, agile methodologies, being educated by ticketing-system experience.
- *Recognition:* Received the **"Nailed It!" Award** in May 2013, January 2016, and June 2017 – the most times this award has been given to an individual.

Bootsoft *New York, NY* — MAY 2010–MARCH 2015

As the first UX Designer and Information Architect at Bootsoft, I strategized, wireframed, prototyped, and designed all projects for software and web-based products.

- Spearheaded the design and IA arm of Bootsoft (merged with Modus in 2015), being the first designer ever hired, and grew the team and processes, while adding strategy, IA, and design skills to the company's repertoire.
- Lead all Discovery & Design projects with clients and stakeholders, establishing trust, and directly working with developers.
- Grew the Design team, by hiring, managing, and mentoring the first design intern, who was later hired full-time.
- Assisted Front-End team with development, helping out with CSS and other styling tasks when needed.

ABC Television Network *New York, NY* — JUNE 2007–MAY 2010

As an intern for the Network Print Department, I took on a lot of different responsibilities. I designed posters displayed all over NYC, Disney World, and Disney Land. I created a template system for the designer team to use for streamlining poster layouts and templates. I also worked on smaller projects, like invitations for special events, credentials for shows and events, and logo development for various assignments.