

## SUMMARY

I'm a UX professional with a passion for improving people's lives through technology. With expertise in both interaction and visual design, I can deliver usable, elegant interfaces for mobile apps, responsive websites, and emerging technology experiences. I have the technical knowledge to work easily with developers and the business savvy to design products that meet users' needs while also meeting the needs of the business.

## WORK EXPERIENCE

### Samsung Research America

Senior Interaction Designer, CX Lab / San Francisco and Mountain View, CA / May 2015 – Present

For Samsung's research center, led UX design of Smart TV and IoT/smart home products, working within an iterative product design process of building, testing, and refining concepts

- Led UX design for an IoT/smart home platform across devices that included voice, touch, and d-pad interaction (deliverables included presentations, use cases, wireframes, user journeys, and voice interaction framework)
- Led interaction design of Family Hub Refrigerator Display system components and patterns to ensure consistency across all Family Hub apps and worked closely with product managers, researchers, prototypers, and a Korean-based design team
- Collaborated with design team to create system model and design patterns for The Frame TV and owned interaction design for the Art Store
- Led UX design for new product concepts and presented prototypes to Samsung executives

### Sony Corporation of America

Senior Interaction Designer, Global Experience Design / San Francisco, CA / Dec 2013 – Apr 2015

As part of the Global Web UX team, provided user-centered, responsive designs for Sony's web marketing properties across 60 countries and 26 languages

- Designed site interactions, architecture, and responsive framework for Sony web experiences (deliverables included wireframes, user journeys, site maps, and point-of-view presentations)
- Worked with the marketing research team to make informed recommendations to stakeholders for site enhancements based on user research sessions, card sorting activities, and site analytics
- Served as the mobile lead by providing design direction, preparing mobile trend reports, and attending mobile related events
- Led meetings and presented design work to the executive creative team

### Autodesk

UX Design Consultant on Contract / San Rafael, CA / May 2013 – Nov 2013

Within Autodesk's IT department, led UX design for a workplace technology project to help employees' use internal software, services, and tools

- Created an overall concept for a responsive internal website where Autodesk employees could track technology-related requests, perform tasks, download applications, and get help with IT issues from any device
- Coached engineering team on UX principles, standard design practices, and responsive web design techniques
- Delivered wireframes, user flows, and other documentation for workplace technology projects
- Worked within an Agile Scrum development team with members based in California and South America

### British Sky Broadcasting

Mobile Experience Designer / Greater London, UK / Apr 2011 – Mar 2013

At the broadcast, media, and communications company, led UX and visual design of mobile web and app projects for Sky and Sky Sports

- Created mobile and responsive web design guidelines for all of Sky's online properties, including Sky News, Sky Sports, and Sky.com
- Delivered usable mobile experiences for customers through process of user research and iterative wireframing
- Produced visual designs and graphics for mobile projects based on Sky's brand and toolkit
- Worked directly with a product manager and development team within a strict Agile Scrum team

## WORK EXPERIENCE CONTINUED

### **Cogenta**

Mobile Experience Designer / Windsor, UK / Aug 2009 – Oct 2012

For the market intelligence start-up company, led design, UX, and project management for an array of assignments including creation of mobile applications, websites, and marketing materials

### **Waggener Edstrom Worldwide**

Digital Designer / Bellevue, WA / Feb 2007 – Feb 2008

For the worldwide public relations company, led design of digital projects such as websites, microsites, emails, and blogs for Microsoft, HTC smartphones, and AMD

*To view my work history beyond 2007, visit my LinkedIn profile at [www.linkedin.com/in/katordesign](http://www.linkedin.com/in/katordesign)*

## SOFTWARE & COMPUTER SKILLS

Illustrator	Lightroom	Sketch	Microsoft Office
Photoshop	OmniGraffle	Keynote	Basic understanding of C-based languages
InDesign	Proto.io	Axure	

## EDUCATION

### **Utah State University**

Bachelor of Fine Arts, Graphic Design Emphasis / Logan, UT / Aug 1999 - May 2004

Graduated Magna Cum Laude

Dean's List

Marketing Minor

Summer Design Academy in Switzerland 2002

### **Stanford University**

Online Certificate, Studio Track with distinction / Human Computer Interaction / Nov 2012

Studied human-centered design principles and methods that included storyboarding, need finding, use-case analysis, wireframing, prototyping, user research, and heuristic evaluations

## PATENTS & AWARDS

2015 - 2017 Patents filed for various Samsung projects

2012 Autodesk Innovation Hack Day Winner

2012 Sky Innovation in Workplace Technology Hackathon Winner

## REFERENCES

Available upon request