Kelly Graham

digital product design + user experience
portfolio: kellydoes.work
contact: hello@kellydoes.work

PROFESSIONAL EXPERIENCE

Microsoft

Senior Design Lead, Mixed Reality *Jan 2018–present*
Currently leading design on mixed reality experiences, focusing on augmented reality and IoT multi-platform experiences. Helped form a new business area and grow a team from 4 to 17.

UX Designer II, Windows *Aug 2013–Jan 2018*
Led concept development and product design for music and video experiences on Windows, Xbox, iOS, and Android. UX design and conceptual development for the Windows 10 app store, PC gaming, Windows.com, and developer experience.

User Experience Design Intern *June–Sept. 2012*
Designed new user-facing components of Windows.com, assisted in user research, and developed conceptual apps that showcased the touch experience of Windows 8.

UW Medical Center

User Experience Designer *April—May 2012*
Worked with an award-winning hospital to design safer, more usable software used in the diagnosis and processing of patient samples.

TEACHING + VOLUNTEERING

Lake Washington Institute of Technology

Lecturer, UI Design *April 2018–June 2018*
Taught User Interface Design for a new design certificate program. Designed curriculum, assignments, and group activites.

Hexagon

Mentor *Sept 2016–present*
Mentor for women new to UX and early in their careers, including 1:1 guidance for portfolio reviews, interviewing, and career growth.

EDUCATION

University of Washington

Master of Science in Human-Centered Design & Engineering *Expected June 2020*
Currently enrolled part-time focusing on user-centered design metholodogy.

Bachelor of Design in Interaction Design
Sept. 2008–June 2013
Coursework included user experience design, design thinking, visual storytelling, design research, physical prototyping, and data visualization.

SKILLSETS

Social + Leadership
Creative direction, mentoring, interviewing, cross-disciplinary communication, collaboration

Design + Prototyping
Product thinking, user-centered design process, user research, information architecture, wireframing, visual design, evaluation and testing

Development
Front end (HTML, CSS, Javascript), prototyping and hardware (Processing, P5.js, Arduino)

INTERESTS

Design for social good, virtual & augmented reality, ubiquitous computing, web standards, illustration, pattern design, strategy games, photography