

# Kelly Graham

digital product design + user experience

seattle wa

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## PROFESSIONAL EXPERIENCE

### Microsoft

UX Designer II *August 2013–present*

Currently leading design on social features for next-gen music and video experiences on Windows, iOS, and Android. Previously designed the Windows 10 app store, conceptual design for PC gaming initiatives, and improved the Windows third-party 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 the Pathology IT department of an award-winning hospital to audit and redesign the user experience of critical pieces of custom software used in the diagnosis and processing of patient samples.

## SKILLS

### Design/Prototyping

Adobe CC, Sketch, Figma, InVision, Principle

### Development

HTML/CSS (SASS), Javascript, jQuery, Processing, Arduino

## INTERESTS

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

## EDUCATION

### University of Washington

M.Sc in Human-Centered Design & Engineering

*Expected June 2018*

Currently enrolled in a part-time Master's of Science program focusing on user-centered design methodology.

B.Des in Interaction Design *Sept. 2008–June 2013*

Coursework included user experience design, visual storytelling, qualitative and quantitative research, digital and physical prototyping, creative coding, and data visualization.

## TEACHING EXPERIENCE

### App Camp For Girls

Design/Presentation Coach, *June 2015*

Volunteered with the Seattle chapter of App Camp For Girls to teach 13-15 year old students how to design, build, and pitch their own apps to a panel of potential investors.

### School of Visual Concepts

Teaching Assistant, HTML & CSS Level 1 *Feb.–March 2015*

Paid assistantship in a professional school setting. Aided students with technical and design issues in their website creation and learning process.

### University of Washington

Teaching Assistant, Art 101 *Sept.–Dec. 2011*

Led student group work, evaluated projects, and provided guidance for students applying to the design program.