Kendall Sweeney

UX
Seattle, WA
www.kendallsweeney.com

Experience

iHeartMedia
UX Designer   June 2021 - May 2023
- Led design and implementation for multiple enterprise products, including an AI music scheduler software for connected stations.
- Worked with cross-functional teams to define user problems and business requirements.
- Responsible for the upkeep and utilization of the design system for MusicLab, a software prioritizing weekly updates on song data.

Gather Voices, Video Solutions Software
Product Designer   Sept 2020 - June 2021
- Established and led user research as the first product designer, and planned future practices for the growth of the company.
- Collaborated directly with founders on customer and market research to define the product's vision and roadmap to revolutionize video editing.
- Developed high fidelity mockups and prototypes to present product ideas and strategy to potential investors.

Product Design Intern   April 2020 - Sept 2020
- Organized, planned, and executed user research and usability tests for multiple projects.
- Designed wireframes, mockups, and clickable prototypes to communicate designs with the development team and stakeholders.

Avant Gardist
UX Designer (contract)   Jan 2020 - April 2020
- Established user research by conducting 10 user interviews, crafting an initial persona, and providing documentation for future iterations.
- Provided remote design exercises and tools to help collaborate with all team members.
- Tested low fidelity wireframes with 6 remote users to validate initial ideas before advising future strategy.

Sound Family Medicine
UX Designer (contract)   Oct 2019 - Nov 2019
- Devised and executed research strategy including: generative surveys, user interviews, and multiple rounds of usability testing.
- Recruited 45 participants for usability testing and user interviews in a three week time period.
- Distilled user research insights and quantitative data analysis into an actionable persona.
- Actively collaborated with designers and stakeholders throughout all phases of the design process to ship a user-centered design.

Skills

Interaction Design
Wireframing
Storyboarding
User Journey Maps
User Flows
Task Flows
User Interviews
Concept Testing
Heuristic Evaluation
Usability Testing
Prototyping
Visual Design

Tools

Figma
Adobe XD
InVision
Jira
Confluence
Lucidchart
Balsamiq

Education

General Assembly
UX Design Immersive
2019

Designlab
User Interaction 101
2018

University of California
Bachelor of Science in Biological Sciences
2014