

Kendall Sweeney

Senior Product Designer

Seattle, WA

www.kendallsweeney.com

Experience

Tava Health

Product Designer

April 2024 - present

- Designed and implemented new features for the client experience within a mental health app, improving user engagement and satisfaction.
- Led the development and integration of in-person availability into the scheduling process, streamlining appointment booking and improving user accessibility.
- Conducted user research and usability testing to ensure that new features were user-friendly and addressed client needs.
- Worked closely with developers to ensure seamless execution of designs and adherence to the product vision.

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.

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