

Katherine Spencer

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goals:

User Experience Designer

My goal is to solve puzzles through user-centric design. By looking at every project as a puzzle to be solved, I leverage my visual, interaction, and user experience design skills to create simple, effective, and beautiful visuals for user interfaces. I have a strong background in graphic and web site design, and currently do a great deal of work with data visualization. I also enjoy icon design, wire framing, and prototyping. My goal is to provide pixel perfect visual design as a part of a user experience design team. I have a reputation for creativity, flexibility, and attention to detail. I love interpreting complex data sets, concepts & ideas into clean design using a rapid, iterative process, combining my skills in visual design, data analysis, cartography, & user experience design.

skills:

User Experience Design, Visual Design, Interaction Design, & Data Visualization

Interpreting complex data sets, concepts and ideas into clean design and layout using a rapid, iterative process, using combination of skills in graphic design, data analysis, cartography, and user experience design for web, mobile, and print. Ability to quickly and effectively create visual assets, mockups, and design specifications while working effectively with engineering teams.

Design Management

Budgeting, scheduling, logistics, coordination & communication.

current employment:

Senior User Experience Designer, SugarCRM 2015-present

User interface and interaction design for responsive web implementations for enterprise application. Work with clients to define UX goals, scope projects, define information architecture, coordinate with local and remote teams, and manage multiple stakeholders over the course of a project's lifecycle.

Technical Instructor, TechShop, 2012-present

Teach adult education coursework in 2D & 3D design, including Adobe (Photoshop, Illustrator, InDesign), AutoCAD, Revit, and 3D printing.

education:

Carnegie Mellon University	Pittsburgh, PA, Bachelor of Fine Art - Theater Design
San Jose State University	San Jose, CA, Master of Science in Human Factors & Ergonomics - Human Computer Interaction

previous employment:

Senior User Experience Designer, TCS (Tata Consulting Services - assigned to JP Morgan Chase), 2014-2015

User interface, interaction, and visual design for web, tablet, and mobile design implementations for corporate and enterprise apps. Work with diverse clients to define UX goals, scope projects, define information architecture, coordinate with on and off-shore teams, and manage multiple stakeholders over the course of a project's lifecycle.

Senior Visual Designer and Data Visualizer Fehr & Peers, 2008-2014

Supporting dozens of engineers, I was responsible for visual design and data visualization for an engineering firm specializing in transportation. My design expertise, technical knowledge, and project management skills helped the firm win contracts for, and successfully complete millions of dollars of projects.

Design Institute of San Diego, College Teacher, 2002-2008

Design & teach college coursework: graphic design, web site design (HTML & CSS), 2D & 3D design.

Spencer Design Group Graphic Design, Information Design, and Website Design, 2001-2008

Graphic design, web site design, branding, and brand management for clients including:

Graphic design clients:

- Jack in the Box
- Esion, LLC
- iCoustics, LLC
- Zenflix, LLC
- Columbia Integrated System Laboratory

Web Site Design Clients:

- Interspec (interspec.biz)
- JM Von Graven Design Atelier (jmvongraven.com)
- DPA Fine Art (dpafineart.com)
- Toll-Hammerschmidt Design

software:

Design, Layout, Wire framing, and Prototyping

Photoshop, Illustrator, InDesign, Fireworks, Power Point, Keynote, LaTeX, Dreamweaver, HTML, CSS, Responsive Design (Foundation and Bootstrap)

Cartography & Analysis 3D Modeling

ArcGIS (ArcMap, ArcInfo, Python and Visual Basic scripting), SPSS. AutoCAD, Revit, 3ds Max, SketchUp