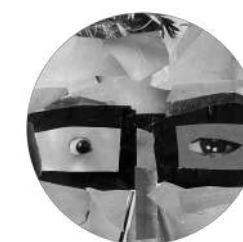# Kameron Kutz
User Experience & Interaction Designer

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(610) 413-6761

Education: **Drexel University**, B.S. in Interactive Digital Media (User Experience) Class of 2019 Philadelphia, PA
GPA: 3.8 - A.J. Drexel Merit Scholarship (2015-2019), Magna Cum Laude (2019)

Skills: **Software -** Adobe Photoshop, Illustrator, After Effects, Figma, Sketch, InVision, Miro, Trello, Principle, Git, ChatGPT, Google Analytics, Google Lighthouse, BrowserStack, Ahrefs, GreenSock (GSAP), WordPress, Gatsby
Development Languages - HTML, CSS/SCSS, JavaScript, GraphQL, React, PHP
Other Skills - User research, active listening, empathy, detail oriented, A/B testing, wireframing, teamwork, time management, animation, microinteractions, accessibility audits, WCAG 2.1, usability testing, quality assurance, heuristic analysis, rapid prototyping, user flow diagrams, customer journey maps, e-commerce

Experience: IntuitSolutions - Front-End Developer, UI & Interaction Designer

11.2019 – 05.2022

| Old City, Philadelphia PA

- Collaborated with cross-disciplinary team to optimize web development projects on BrowserStack, ensuring responsive screen sizes
- Synthesized company-wide knowledge on user experience principles through research, documentation, and design process in Figma
- Guided user experience for IntuitSolutions through Google Lighthouse accessibility audits, base theme adjustments, and e-commerce website development
- Utilized HTML, CSS/SCSS, and JavaScript for website development, microinteraction design, and SEO tasks using Ahrefs
- Coordinated with developers, project managers, and designers in Trello
- Established WCAG 2.1 accessibility standards in website builds and improved team efficiency through managing developers
- Designed low to high-fidelity mockups for websites using Figma and InVision, and implemented UX audits, wireframing, and design discoveries

Souvinear - Experience Interaction Designer

06.2017 – 06.2019

| Drexel University, Philadelphia PA

- Created accessible directive documents for design interactions, user experience decisions, and WCAG 2.1 accessibility standards from proof of concept to launch
- Harnessed Figma, Sketch, Principle, After Effects, and InVision to produce motion prototypes and iterate on wireframes and design mockups in varying fidelities
- Partnered with an 8+ member team to develop an iOS native mobile app on TestFlight
- Leveraged Xcode/Swift for front-end techniques and Principle and After Effects for animation ideas
- Supervised professional polish, microinteractions, and strategized user experience guidelines

CSL Behring - Front-End Developer & Business Analyst

04.2018 – 09.2018

| King of Prussia, PA

- Integrated semantic HTML5, CSS3, and JavaScript coding techniques to ensure quality assurance testing across devices, browser accessibility, and WCAG 2.1 standards
- Translated Adobe PS designs into HTML emails and contributed to marketing campaign designs
- Tested quality assurance scripts to validate website development and design decisions
- Developed and styled multiple websites for CSL Behring using HTML, CSS/SCSS, and JavaScript
- Reported to senior web developers in a 12+ person team as a member of the CSL Global Web Applications Team

Interests & Activities:

Sustainable Solutions · Generous Design · Immersive Experience Design · Dog Studio Company · Strategy · Psychology · Human-Centered Design · Future Technologies · Interaction Design · Video Games · Augmented Reality · SDG 2030 · WCAG · Accessibility · City Design · Pedestrian Dignity · Game Design · Fantasy World Building

Honors:

- Recipient of Graphic Design US Web Design Award (2018)
- 2nd Place Logo Contest, Penoni Honors College (2017)
- Recipient of Muse Creative Award Rose Gold (2018)
- Dean's List Recipient (2015-2019)