Kevin Conner

UX Product Designer

www.kevinconnercreative.com
kevinconnercreative@gmail.com
(919) 699-8376
Durham, NC

OVERVIEW

Product Design professional with 6 years experience, including 4 years with enterprise SaaS products. Experienced creating design systems, AI-powered workflows, user-centered digital experiences, collaborating with Agile engineering teams, navigating regulation and translating business goals into intuitive interfaces.

Therapy iQ

UX Designer
SEPT 2022 - APRIL 2026
Largo, FL (remote)

- Created prototypes and high fidelity mock-ups in Figma for interface updates and new features that improved stakeholder alignment and facilitated product development.
- Collaborated with a small but capable Agile development team through 90+ 2-week Sprints in Jira, ensuring quality of design detail execution and experience.
- Conducted user research with new and existing software users; collecting and analyzing feedback through a user feedback portal to prioritize product changes.
- Ensured ePHI security and user accessibility with WCAG 2.1 AA, ADA, HIPAA guidelines.
- Developed a unified design system in Figma to enable component creation and interaction design for the feature-rich platform, accommodating a wide variety of use cases.
- Led user experience design of new AI-enabled features.
- Redesigned financial and healthcare workflows for accuracy, clarity and efficiency.
- Overseen the design and creation of multiple company websites in Webflow.
- Mentored and managed a design Intern, overseeing projects and design direction.

100K Ideas

Designer & Project Manager
APRIL 2018 - JULY 2020
Flint, MI

- Helped 50+ clients visualize their business and product ideas through brand exploration, marketing graphics, packaging design, UI wireframing, product illustration and more.
- Managed projects for 25+ clients, ensuring quality and timely execution of deliverables.
- Worked directly with clients to familiarize them with our process, onboard them through an interview, and organize specialist team members including engineers, marketers and product experts; who can help them move their idea forward.
- Created business assessments comprised of competitive market research, existing IP research, and evaluating potential barriers and opportunities for a product, service, or social impact project.
- Internally worked on data visualization, process flow mapping and office graphics.

Hasbro

Design Intern
JAN 2017 - MAY 2017
Pawtucket, RI

- Responsibilities included rapid concept generation of NERF blasters and accessories through to producing high-fidelity product mock-ups across a wide range of brands.

EDUCATION

Designlab

UX Certification
JAN 2021 - MAY 2022

- Worked with accomplished UX Designers to hone my craft in digital design research, testing, aesthetics and user experience best practices.

College for Creative Studies

BFA Product Design
SEPT 2013 - MAY 2018
Detroit, MI

- Bachelors Degree training in Product Design process and principles.
- Held multiple jobs on campus while I studied including Woodshop Technician, Social Media Ambassador and Teaching Assistant.

SKILLS

User Interface Design
User Research
Usability Testing
Information Architecture
Wireframing
Prototyping
Product Strategy
AI Product Design
Accessibility Design
Responsive Web Design
Brand Design
Market Research
Design Systems
Figma
Webflow