

POWERING UP DIGITAL AND ANALOG EXPERIENCES WITH INTUITIVE DESIGN AND IMMERSIVE INTERACTIVE PRINCIPLES.

ABOUT

Product Designer with 5 years of experience in user experience design and digital marketing and 8 years of experience as a graphic/ visual designer and creative director. Organized and analytical but also enthusiastic and outgoing. Adventurous creative with ambition to pursue bigger opportunities.

ACCOMPLISHMENTS

- Worked with PBS Foundation, UC system, Downtown New York, and other state travel/park sites.
- Redesigned small business websites and funnels that greatly increased traffic and conversions.
- Designed and created master pages for multiple published books.
- Published comic artist and children's book illustrator, creator of viral online comics.
- Panel speaker at Vision Con (comic con) on topics of comics and cosplay.
- Designed album covers and media for nationally touring bands and musicians.
- Coordinated events with a team benefiting visual and performance arts as an arts nonprofit board member.
- Learned Japanese for the challenge and to watch anime with the subtitles off.
- Created assets, animations, flows, and led direction for independent gaming projects.

ASPIRATIONS

Looking to work remotely with a collaborative team. I enjoy the end-to-end design process but my strengths lie in my storytelling, storyboarding, visual, and interactive abilities. I aspire to one day make independent video games.

PASSIONS

Traveling, cooking, adventuring, playing music, playing video games and collaborative storytelling table-top RPG's, meditation, community building, sewing, comedy, and drawing comics.

SKILLS

- Adobe Creative Suite (Photoshop, Illustrator, After Effects)
- Figma, Adobe XD, Sketch, Miro, Apple Procreate, Microsoft Office

In depth knowledge of storytelling, creative concepting, storyboarding, wireframing, prototyping, visual design, animation, and sequential graphic narrative. Proficient in project management, organization, goal setting, problem solving, and communication.

HISTORY

MINDY KILGORE DESIGN

Product Designer & Digital Strategist
June 2016 - Present

Craft user-centric product experiences such as websites and landing pages and custom UI / motion design for 50+ small businesses in entertainment/events, the arts, education, travel, and retail.

BVK

UX Architect / Strategist
March 2023 - March 2025

Led UX digital strategy & design at a marketing agency, presenting insights to stakeholders for clients in higher education and travel brands such as the PBS Foundation, UC Colleges, and state travel bureaus.

INLAND ARTS COUNCIL

Director/Designer/Strategist
May 2021 - September 2022

Directed end-to-end concept development and execution for public-facing events supporting the visual and performing arts community in Springfield, MO and driving donor engagement.