

Kristopher Shogren

UI/UX & Visual Designer | Design Systems

Walnut Creek, CA | (925) 451-5228 | hello@cmykris.com | [linkedin.com/in/kdshogren](https://www.linkedin.com/in/kdshogren) | Portfolio: cmykris.com

SUMMARY

UI/UX and visual designer with 10+ years designing interfaces for complex enterprise and B2B software. Builds scalable design systems and component libraries, with strong typography, layout, interaction, and front-end skills that support development handoff.

EXPERIENCE

iTradeNetwork — Senior Product Designer | Jan 2020 – Jan 2022 | Dublin, CA

- Built and documented a design system and component library adopted across 10+ products by 150+ users, taking designers from roughly one screen per sprint to three by replacing ad hoc designing with assembled components.
- Wrote the pattern documentation and usage guidelines, ran training, and held design QA that kept the system consistent as a 15-person dev team and non-designers across the company adopted it.
- Redesigned a data-dense dashboard for enterprise supply-chain executives at Elio, Sprouts, Five Guys, and Kroger, restructuring information hierarchy, navigation, and search to make complex data legible at a glance.
- Designed and shipped a 0-to-1 marketplace MVP in two weeks when COVID disrupted the platform's buyers and suppliers, defining scope with Product and Engineering from a blank slate.

EVERFI — UI & UX Designer / Interim Art Director | Jul 2016 – Oct 2018 | Walnut Creek, CA

- Designed interfaces, interaction patterns, and visual systems for learning platforms serving K-12 and adult learners.
- Served as Interim Art Director for enterprise brand partners including Google, Amazon, NFL, and Kimberly-Clark, executing inside each partner's brand system and presenting design rationale to stakeholders.
- Produced illustration, iconography, and motion graphics supporting product and marketing work across formats.

LawRoom (acquired by EVERFI) — UI Designer | Jun 2014 – Jul 2016 | Walnut Creek, CA

- Designed interfaces and interactive templates for compliance learning platforms serving 1,000+ enterprise clients.
- Helped design, test, and debug a proprietary in-house authoring system that pushed customizations to hundreds of courses simultaneously, replacing per-course manual updates and letting a lean team serve the full client base.

CMYKris — Freelance Designer | Apr 2022 – Present | Oakland, CA

- UI, web, and brand design for startups and small-businesses, from concept through build in Figma, Webflow, and Framer.
-

PROJECTS

WeTrieve — Lead Product Designer (startup) | 2022

- Sole designer with four engineers and a PM; designed the MVP and led design through pivots toward product-market fit.
- Ran user interviews to validate the MVP; negative results led the team to stop building.

100-Day UI Challenge | 2019

- Designed one interface concept a day for 100 days to sharpen UI craft across patterns, layouts, and components.
-

SKILLS

Product Design: UI/UX Design, Interaction Design, Wireframing, Prototyping, Visual Design, End-to-End Design, Accessibility

Design Systems: Figma Components & Libraries, Design Tokens, Documentation, Design QA, Developer Handoff

Research & Collaboration: UX Research, MVP Validation, Stakeholder Collaboration, Cross-Functional Collaboration

Tools: Figma, FigJam, Framer, Webflow, Storybook, Jira, Notion, Adobe Creative Cloud, HTML/CSS/JavaScript, Figma AI, Claude

EDUCATION

California Polytechnic University, Pomona | Bachelor of Fine Arts, Graphic Design — 2006 – 2011