

# Kurt Bodden

## Designer

### CONTACT

[www.kurtbodden.com](http://www.kurtbodden.com)  
[kurtbodden@mac.com](mailto:kurtbodden@mac.com)  
(415) 734-6527

### EDUCATION

**Harvard University**  
Bachelor's in Design

**General Assembly**  
User Experience  
Design Immersive,  
Sept. – Nov. 2016

### UX SKILLS

- Service Design
- Stakeholder Management
- Information Architecture
- Content Strategy
- Rapid Prototyping
- User Research
- Wireframing

### UX TOOLS

- Sketch
- InVision
- OmniGraffle
- Keynote
- CAD
- Hand drafting and model-making

### EXPERIENCE

**UX Consultant** San Francisco, 2016 – 2017  
*California DOJ*: Heuristic analysis of OpenJustice.com (which promotes transparency in criminal-justice data) to draw and retain more users. Overhauled confusing navigation and information architecture. Re-conceptualized site structure and user journeys. Made editorial content more accessible in tone.

*League of Women Voters* (concept project): Redesigned website to support engagement and encourage action. Improved coherence of site's architecture and messaging. User research, surveys, comparative analysis, personas.

**Creator-Performer of Comedic One-Man Show** Nationwide, 2011 – 2016  
Wrote and performed full-length theatrical show satirizing the self-help industry. Created persona based on research, produced (with partners) visual design, promotional copy and videos, and long-running performances at theaters and festivals including The Marsh, Comedy Central Stage, and SXSW.

**Operations Manager, Levine & Baker LLP** San Francisco, 2006 – 2016  
Improved office systems for boutique law firm specializing in new-media law, employment law, and executive compensation. Edited legal briefs for precision, tone. Liaison with clients. (Part-time position.)

**Workshop Leader, Improv-Based Training** San Francisco, 1995 – 2006  
Designed and led corporate workshops to make people more effective at structuring and presenting their stories, and to build team unity and creativity. Empathy, authenticity, and healthy critiquing; conflict resolution and coping with change.

**Performer-Instructor, BATS Improv** San Francisco, 1996 – 2000  
Member of the Main Company at the Bay Area's foremost improv organization. Participated in negotiating ensemble structure and standards.

**Instructor, Academy of Art University** San Francisco, 1997 – 1999  
Helped design, and taught, new course on collaboration and presentation skills.

**Senior Industrial Designer, Bottom Duvivier** Redwood City, 1993 – 1997  
Designed office furniture systems and self-contained work environments for manufacturers and custom architectural projects. Conducted user research and competitive analysis. Prototyped, iterated products; supervised subcontractors and fabricators.

**Sr. Industrial Designer, Rob't Luchetti Assocs.** Cambridge, MA, 1987 – '93  
Consulted to R&D department of major manufacturer on future-of-the-office concepts. Balanced demands of human factors, organizational psychology, manufacturing, marketing, and more. Rapid prototyping, from sketches and comps to full-scale working installations. Credited on multiple patents.