

I'm **Kiyana Salkeld**, a UX & Product Designer. I am adept at translating user goals and needs into clear engineering and product specifications.

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EXPERIENCE

JAN 2015 - APR 2015

Trulia, San Francisco, CA

Product Manager

A full-time internship that involved working with an interdisciplinary team to evolve the Rentals Product across all platforms (Web, mWeb, iOS, Android), which included conducting competitive analyses and making recommendations for feature improvements.

JUNE 2014 - AUG 2014

Android Software Developer

A full-time internship that involved collaborating with another intern on the construction of a user-generated real estate listing function for the Trulia Rentals application on Android.

EDUCATION

2015-2016

Master's of Human Computer Interaction & Design

University of Washington, Seattle, WA

An interdisciplinary program integrating theories and methods from four departments across the UW campus, including interaction design, human-centered design and engineering, computer science, and information management.

2010-2014

B.A. Computer Science, B.A. Cognitive Science

University of California at Berkeley, Berkeley, CA

Double majored in Computer Science and Cognitive Science, with a focus in Human-Centered Design, and worked as an undergraduate research assistant in the CITRIS (Center for Information Research in the Interest of Society) Lab.

GRADUATE ACADEMIC PROJECTS

APR 2016 - Present

MHCID Capstone Project, University of Washington

Served as the team's Project Manager overseeing primary and secondary research activities. The project is ongoing and I will both supervise and partake in concept generation, interface and interaction design, and prototyping.

SEPT 2015 - DEC 2015

Poliscope, University of Washington

Served as the team's Product Manager and was responsible for the following: guiding contextual inquiries; creating UI sketches & storyboards in order to communicate design ideas to other teammates; facilitating usability test sessions using paper prototypes; and coordinating the schedules and responsibilities of the team in order to ensure the timely submission of deliverables.

SELECTED UNDERGRADUTE WORK

AUG 2014 - DEC 2014

CharmBits, University of California, Berkeley

Served as the product manager of a team consisting of individuals from software engineering, mechanical engineering, and electrical engineering backgrounds. In addition to coordinating team members' schedules and responsibilities, I conducted a competitive analysis of wearables devices and educational toys relevant to our product, conducted primary research with educational professionals and potential users in order to identify user pain points in the target market, and collaborated on the development of an iOS application that served as a companion to the physical prototype produced by the team.

JAN 2014 - MAY 2014

Sync Up, University of California, Berkeley

Served as the product manager of a six-person software development team. Drafted documents detailing the major functionalities of the proposed Android application in order to communicate design elements to teammates and instructors. Assisted with the front-end development of the application.