



KYLE MILLER

Product Designer

 Washington, DC

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PROFESSIONAL SUMMARY

UX Designer | Problem Solver | Goal Driven

Dedicated Digital Product Designer highly regarded for creating a best user experience and finished product that exceeds all expectations. Strong programmer instrumental in increasing traffic by teaming with internal groups to create clear and compelling graphics. Continuously seeks new ways to optimize information delivery and results. Recognized as a team player with strengths in UX strategy/design, project management, and problem solving. Excellent communication skills with the ability to successfully manage projects for key organizations. Selected Highlights Include:

- Excellent academic qualifications include a Bachelor of Science from Virginia Polytechnic Institute and State University and User Experience Design Immersive from General Assembly.
- Participated in 2 StartUp Weekends, 54 hours in a hackathon environment to design and designed a minimum viable product that placed 1st and 2nd in the competitions, including creating rapid prototyping, wireframing, user flows, usability testing, market research and competitive analysis to effectively present to a group of a venture capitalist.
- Redesigned the website of prominent DC award-winning event Management Company, improving user experience and creating a more appealing design for their target audience, as well as leveraging marketing skills to enhance their digital presence.
- Designed top navigation functionality along with other internal projects for international sports clothier Under Armour, recognized by the client for excellence in delivery, strong customer service.
- Conducted research and competitive analysis to create a product strategy, wireframes and prototype the solution.



PROFESSIONAL EXPERIENCE

UX/Product Designer

2016 – PRESENT

Capital One – McLean, VA

- Responsible for developing ideas and concepts, visualizing app and website's UI specifications, wireframes and prototypes.
- Vibrant communicator with excellent conceptual, design and presentation skills with the expertise to create outstanding creative campaigns designed to elevate the brands.
- High level of adaptability and flexibility gained through working in highly charged, fast paced environments.
- Work collaboratively with a product manager and in-house research team to understand user needs and business goals, creating new concepts that meet the needs of both users and the business.
- Independently create interaction designs for multiple projects each at different stages of design. Projects range from conception a new e-commerce site, designing the interface for a mobile point-of-sale system, developing the UI for an internal web-based application.

UX/UI Designer (Freelance)

2014 – PRESENT

Pozteck Solutions – Washington D.C.

- Work directly with clients to provide UX work on a case-by-case basis, managing projects from inception, requirements gathering, planning, budgeting, and development to ensure on time completion that exceeds all expectations.
- Provide a key client Management Haven with usability recommendations, hosted the design studio, and develop a mobile app.
- Develop wireframing for a mobile responsive e-commerce website Classy Benefits.
- Create wireframing/building a mobile responsive website for XBMGRrecords.
- Completed wireframes and delivered high fidelity prototypes for SOYL mobile app.

KEY SKILLS

- User Experience Design
- Team Leadership
- Client Relations
- Project Management
- User Interaction
- Marketing
- Creative Development
- Responsive Web Design
- Training
- Usability Testing
- Interaction Design
- User Interface Design
- Wireframes
- Entrepreneurship
- Product Design

TECHNICAL SKILLS

- Sketch
- Illustrator
- InDesign
- After Effects
- CSS
- HTML
- Photoshop
- Word
- PowerPoint
- Outlook

PROFESSIONAL EXPERIENCE (CONTINUED)

UX Designer

2016

Under Armour – Baltimore, Maryland

- Designed top navigation functionality along with other internal projects for an international sports clothier, recognize by the client for excellence in delivery, strong customer service, and high-quality product delivery.
- Provided recommendations and web support for migrating websites into new content management systems.
- Updated and optimized websites for effective marketing and cross-browsers visibility.
- Communicated new ideas to the client through means such as wireframes, storyboards, conceptual diagrams or low & hi fidelity prototypes.

UX Designer

2015

Hirely (Via General Assembly) – Washington, D.C.

- Played a key role in improving of the overall User Experience of the application, with a focus on onboarding of hiring managers.
- Conducted research and competitive analysis of the market to create wireframes to prototype the solution.
- Validated and improved the solution based on usability testing and demonstrated strong presentation skills in unveiling the solution to stakeholders to gain buy-in.

ADDITIONAL EXPERIENCES

Senior Leasing Consultant

2014 – 2015

Equity Residential – Arlington, VA

PROJECTS

Venmo Give

2015

- Designed social campaigns feature for Venmo to increase customer engagement within the app and provide a new payments channel dedicated to social awareness, social causes and personal campaigns.

DT Nation

2015

- Redesigned the website of prominent DC award-winning event Management Company, improving user experience and creating a more appealing design for their target audience, as well as leveraging marketing skills to enhance their digital presence.

People of Blacksburg

2014

- Founder of a project inspired by Humans Of New York social project created so we can learn and grow from each other, which is dedicated to sharing and stories and portraits of the people that call Blacksburg and the Virginia Tech Community home. Recognized with a feature in Collegiate Times: "People of Blacksburg unifies community through pictures" – Collegiate Times Virginia Tech Newspaper.

Startup Weekend - ShopShop

2014

- Participated in 2 StartUp Weekends, 54 hours in a hackathon environment to design and designed a minimum viable product that placed 1st and 2nd in the competitions, including creating rapid prototyping, wireframing, user flows, usability testing, market research and competitive analysis to effectively present to a group of a venture capitalist.

General Assembly Hackathon - Trip

2015

- Managed a team of four developers and two UX'ers in a hackathon-like environment to ideate, design, and build a responsive web app for planning a road trip.

EDUCATION

User Experience Design Immersive

2015

General Assembly

Bachelor of Science in Property Management

2013

Virginia Polytechnic Institute and State University