

Kelsey Olivier

Product Designer

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kelseyolivier.com

EDUCATION

Master of Human-Computer Interaction + Design

University of Washington
AUG 2021

B.A. Liberal Studies: Teacher Preparation

Summa Cum Laude
San Jose State University
MAY 2015

SKILLS

Participatory Design, User Research, User Interviews, Rapid Prototyping, User Testing, Journey Mapping, Storytelling, Experience Design, Interaction Design, Wireframing, Interaction Flows, Service Design, Visual Design, Project Management

TOOLS

Figma, Sketch, Miro, Illustrator, Photoshop, HTML/CSS, Trello, Notion

PROJECTS

Product Designer - Master's Capstone Project - Relayt

MAR - AUG 2021 | 6 MONTHS

- Designed and prototyped a digital platform that enables Deaf job seekers to connect and collaborate with sign language interpreters during the interview process.
- Led user research and participatory design sessions.
- Created high fidelity interactive prototypes.

UX Designer - Master's Project - Oobi

JAN - MAR 2021 | 10 WEEKS

- Designed and prototyped a hand-held squeeze ball that facilitates social connection through ambient light and haptic feedback.
- Led user research and participatory design sessions with children ages 7-12.
- Owned production of physical and video prototypes.

EXPERIENCE

Visual Marketing Designer - Zingbox (acquired by Palo Alto Networks)

2017 - 2018

- Led visual and web design strategy, social media marketing, and event management for an IoT security startup.
- Co-directed company website redesign.

Marketing Coordinator - Palerra (acquired by Oracle)

2015 - 2017

- Owned graphic design for social, web, and email content.
- Managed company social media presence, website content, and event coordination for a cloud security startup through acquisition.