Kristy Sharkey

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206-300-4099 | Seattle Area

Portfolio: kristysharkey.com Password: seemore
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SUMMARY

I have 16 years of experience researching, defining, and designing user-centered digital products for a variety of users and businesses. I've designed web, responsive, and mobile apps and sites for industries including healthcare, education, aerospace, architecture, engineering, utilities, and e-commerce. I have proven experience in UX strategy, product design, UX/UI design, and user research, and have played the role of product and project manager. I'm seeking a position where I can work with a team and leverage my expertise to design successful user experiences that have tangible business outcomes.

EXPERIENCE

Senior Product Design & Research Consultant at FREELANCE | 2020 – 2023

Planned, executed, and delivered UX and UI design, user research, and UX strategy for fixed-scope client projects ranging from 4-17 months long.

- Planned and executed stakeholder and user research to define the UX strategy. Deliverables included research goals and scripts, research findings, project goals, personas, customer journeys, UX and competitive audits, user and business flows, roadmaps, requirements, and detailed plans for design execution and delivery.
- Defined and documented site information architecture and navigation schemes.
- Created visual style concepts and style guide.
- Worked as a member of the agile product and development team to define, design, iterate, and deliver full-fidelity designs, prototypes, and design specs.
- Created components libraries in Figma.
- Documented high-level and detailed requirements in Confluence and Jira.
- Introduced and taught UX fundamentals to client teams and guided them through a collaborative design thinking process from research through delivery.
- Defined project approach, design and research activities, deliverables, project scope, and timeline.
- Projects Summary:
  - Fieldstone Architecture & Engineering (11 months) Created a new, responsive client portal and companion mobile app that optimized workflows and communication between FAE and their clients.
  - DataSkrive for Bradson (6 months) Created a research-driven UX strategy, wireframes, and components that evolved DataSkrive's content-as-a-service machine learning platform to better serve their users and business.
  - MedInformatix for AIM (17 months) Worked with client and agile development team to research, define, design, and deliver a greenfield health insurance data management SaaS application for radiology clinics.
  - HP Print for Blink UX (4 months) Created a web experience strategy for HP Print that reduced user touchpoints, created clear intent for all web properties, supported users in their journeys, and enabled more meaningful engagement with HP.

Senior UX Designer at BLUE ORIGIN | 2019

Designed core functionality for an enterprise manufacturing and logistics app that helped build a road to space.

Senior UX Designer at BLINK UX | 2017 – 2019

Responsible for user research and test, design scoping and strategy, user journeys and personas, complex workflows, information architecture, prototyping, UI design,

SKILLS

DESIGN
Wireframes
Full fidelity designs
Interactive prototypes
Style Guides
Components libraries
Information architecture
Sitemaps
Complex user flows
Use cases
Design specifications
Principles & best practices

RESEARCH & UX STRATEGY
User research & testing
Heuristic evaluations
UX audit
Usage analytics
Content audit
Personas
Journey maps
UX roadmaps

PRODUCT MANAGEMENT
Product goals & vision
Product roadmaps
Epic / feature definition
Feature prioritization
User stories & requirements
Competitive analysis
Analytics
Stakeholder alignment
Driving team consensus

TOOLS
Figma, Sketch, AdobeXD, InVision, Axure, Adobe CC, Jira, Confluence, LucidChart, Pen/Paper

design specs, and delivery to development teams. Participated in all aspects of client engagement for clients including BrambleBerry.com, USAA, and Microsoft.

Senior Product Design & Research Consultant at FREELANCE | 2014 – 2017

Planned, executed, and delivered UX and UI designs and usability testing for fixed-scope client projects ranging from 4–18 months long.

- Worked with client stakeholders and agile product and development teams to define user and functional needs.
- Created design concepts and iterated based on client and user feedback.
- Planned and executed concept and usability testing to collect structured user feedback.
- Delivered full-fidelity designs, prototypes, and design specifications in Adobe CC and Axure for delivery to development.
- Created user flows and sitemaps to communicate flow and information architecture.
- Created visual style guides and components libraries to ensure consistent design and development.
- Projects Summary:
  - Literacy Design Collaborative (18 months) SaaS Education and Online Lesson platform for teachers.
  - Evluma (4 months) iOS smartphone and tablet app for utility workers to remotely control LED streetlamps.
  - Starbucks for AIM (4 months) MVP launch of a responsive food and beverage ordering and delivery app.
  - Safeco for Smith (7 months) Enterprise workflow management tool for customer service reps and underwriters.
  - Microsoft for Blink UX (3 months) Responsive and native mobile onboarding experience for Microsoft OneDrive.

Senior UX Architect at GARRIGAN LYMAN GROUP | 2012 – 2013

- Worked on agency projects for T-Mobile, Thompson's WaterSeal, Microsoft, eFax, and GLG.
- Responsible for user interviews, user flows, use cases, brainstorming sessions, wireframes and prototypes, content audits, information architecture, competitive analysis, data analysis, and bringing strategic UX thinking to clients.
- Played key role in defining the agency's agile process and deliverables for enterprise projects.

Mobile UX Architect and Business Analyst at ALLRECIPES.COM | 2011

- Worked as a hybrid BA and UXA on a small mobile team within AllRecipes.
- Created business objectives, competitive analysis, use cases, product specs, requirements, wireframes, and flows for apps on both Android and IOS platforms.

Information Architect / Business Analyst at AT&T | 2007 – 2011

IA/BA for AT&T's B2B e-commerce, account management, and e-Bill digital products.

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Education

MICHIGAN TECH UNIVERSITY
B.S. Mechanical Engineering, February 1998

BELLEVUE COLLEGE
ART 110 - Introduction to 2D Design
ART 111 - Color Theory
METR 101 - Introduction to the Weather
METR 201 - Global Warming

UNIVERSITY OF WASHINGTON
HCDE 518 - User-Centered Design
IMT 589 - Information Architecture

CONTINUING ED COURSES
UX Foundations: Accessibility
Design Strategy and Design Research
Typography