

Kristian Schaefer

KristianSchaeferDesign.com

UX Designer

KristianSchaeferDesign@gmail

About

Hey, I'm Kristian. With a background in physical therapy and personal training, I've honed my problem-solving and skills and empathy by addressing diverse challenges. Transitioning to UX design, I've amassed three years of experience in startups and agencies. My projects typically span end-to-end, encompassing both UX and UI aspects. From B2B to B2C and enterprise software, I've navigated various domains, leveraging my expertise to create intuitive interfaces and engaging user experiences.

Skills

Figma

Research

Usability Testing

Wireframing

Design Thinking

Synthesizing

Prototyping

Design Systems

UI Design

Responsive Design

Adaptability

Problem Solving

Collaboration

Experience

Freelance | UX/UI Designer

February 23 - current

- Independently managed UX/UI design projects for various clients, delivering end-to-end solutions from research to implementation.
- Collaborated closely with clients to understand their users' needs and business objectives, translating them into effective design strategies.

Photon | UX/UI Designer

August 22 - February 23 [Impacted by Layoffs]

- Facilitated discovery workshops with product managers, stakeholders, and users to inform the development of customized enterprise software, surpassing client expectations.
- Executed end-to-end design process for enterprise applications as the sole UX designer, encompassing discovery, information architecture, wireframing, and prototyping, resulting in an MVP ready for implementation.

TokuOra | UX/UI Designer

January 22 - February 22

- Guided the complete design cycle for both B2B and B2C experiences, resulting in the creation of a new machine-learning product.
- Crafted an enterprise dashboard for user data analysis, contributing to a successful product launch and securing a significant deal with a key client.

99Designs | UX/UI Designer

July 21 - January 22

- Identified user needs and customer use cases, driving the development of products tailored to better serve the target audience.
- Applied composition, color, typography, iconography, texture, and visual storytelling, creating a visually engaging and cohesive design for the client's brand.

Super Purposes | Lead UX Designer

June 21 - October 21

- Oversaw a team of 3 designers, offering mentorship and guidance to foster innovative design solutions.

Super Purposes | UX/UI Designer

February 21 - June 21

- Synthesized research findings into actionable design insights, enabling product recommendations aimed at enhancing user experience and driving business success.
- Established components, style guides, and UI standards, enhancing design consistency and ensuring cohesive usability across products and brand elements for both users and internal stakeholders.

Education

Springboard

September 20 - June 21

UX/UI Design Career Track

University of San Francisco

September 19

Human Biology

De Anza College

July 17

Kinesiology