

Kyle Clapman
UI/UX Designer

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Experience

productOps UI/UX Designer

FEB 2018 - PRESENT / SANTA CRUZ, CA

Interface with, and gather requirements from, clients. Create user personas, user flows, wireframes, accessible interfaces, and prototypes. Helped build and maintain a pattern library to streamline the creation of high-fidelity mockups and to ease design handoff to developers.

DTS (part of Xperi) UI Designer

AUG 2015 - DEC 2017 / LOS GATOS, CA

Conceptualized and designed interfaces for desktop, mobile, and automotive infotainment systems. Maintained a cohesive visual identity across a diverse portfolio of professional tools and consumer products.

Brightline Interactive UI/UX Designer

JUNE 2011 - JUNE 2015 / ALEXANDRIA, VA

Designed award-winning digital experiences. Gathered inspiration, created experience flows and wireframes, designed user interfaces, and produced development-ready image assets.

Skills

UX/Design

Visual Design

Interaction Design

Wireframing

Prototyping

Branding

Basic HTML & CSS

Software

Illustrator

Photoshop

XD

Sketch

Figma

OmniGraffle

Education

James Madison University

CLASS OF 2011 / HARRISONBURG, VA

B.S. Media Arts & Design - Interactive Media

Extras & Awards

CruzHacks 2020 judge for Best UX

Horizon Interactive Awards, Best of Show - Marvel Avengers S.T.A.T.I.O.N. (2014)

Telly Award - Blue Moon: Artfully Crafted (2014)