

Kyle Clapman

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Experience

productOps UI/UX Designer

FEB 2018 – PRESENT // SANTA CRUZ, CA

Gather requirements from stakeholders. Conceptualize, design, and demo proof of concept web applications to potential clients/funders. Create user personas, user flows, wireframes, accessible interfaces, and prototypes. Built and maintain a component library to streamline the creation of high-fidelity mockups and to ease design handoff to developers.

- Co-lead the UX and lead the UI/interaction design for an enterprise web application built for the California Community Colleges; increasing managed investments by 50% to \$3B in State and Federal funds, increasing the user base by 180%, and designing seven new programs.

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 Prototyping
Interaction Design Branding
Wireframing Basic HTML & CSS

Software

Illustrator Sketch
Photoshop Figma
XD 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.
Telly Award - Blue Moon: Artfully Crafted