

# Kyle Clapman

## PORTFOLIO

kyleclapman.com

## CONTACT

(804) 814-8609  
kyle.clapman@gmail.com

## EDUCATION

**James Madison University**  
*School of Media Arts & Design*  
Bachelor of Science, 2011  
**Major:** Interactive Media

## SKILLS

Adobe Creative Cloud  
Sketch  
Figma  
Invision  
OmniGraffle  
User Research  
Visual Design  
Interaction Design  
Wireframing  
Prototyping  
Branding  
Basic HTML & CSS

## EXPERIENCE

**productOps** // UX/UI Designer  
Santa Cruz, CA // Feb. 2018 - Present

- Gather and evaluate user needs and business goals/requirements.
- Create user personas, flow diagrams, wireframes, high-fidelity mockups, and prototypes.
- Present designs to project stakeholders.
- Helped build and maintain design system and asset library, as well as contribute to front-end design system.
- Fast-track client approval and development delivery times by creating high-fidelity mockups and prototypes.
- Translate vague business requirements into proof of concept, demo-ready prototypes.
- Lead the UX/UI for enterprise web application; helping to increase managed investments by 50% to \$3B and user base by 180%.

**Xperi** // Visual/UI Designer  
Los Gatos, CA // Aug. 2015 - Dec. 2017

- Responsible for internal and external projects from concepts to completion.
- Collaborated and worked closely with UX designers and developers to interpret wireframes and create visual look and feel.
- Led the team on a cohesive visual identity across a diverse portfolio of customer and consumer-facing products.

**Brightline Interactive** // UX/UI Designer  
Alexandria, VA // Jun. 2011 - Jun. 2015

- Developed UX/UI for award-winning, digital experiential marketing activations.
- Gathered inspiration, created experience flows and wireframes, designed user interfaces, and assisted development team in production.