

KELLINA DOERR

www.theopendoerr.com
kellina.doerr@gmail.com

Junior User Experience Designer

EXPERIENCE

LifeHikes, New Jersey/Remote — *Product Design Fellow*

June 2022 - August 2022

- Worked in a scrum team within the product department as a user experience designer, completing 2 week long agile sprints, to develop a Habit/Streak Tracker
- Conducted 15 user interviews and analyzed responses to identify pain points for company scheduling system, create personas, and prototype a solution
- Managed a design meeting of 10 participants to create an initial prototype for a new company scheduling engine using Miro

Work Retire Die, Remote — *Graphic Designer*

April 2022 - May 2022

- Transformed blog posts and memes produced in Word, into a fully fleshed out book proposal of 7 chapters using Adobe InDesign
- Polished 10 original graphics and images using Adobe Illustrator and Photoshop
- Utilized data provided by the author to create charts and tables that aligned with the brand's colorways

Better.com, Remote — *Sales Development Associate/Recruiting Analyst*

March 2021 - May 2022

- Supported up to 55 customers a day via live chat, maintaining a monthly CSAT score of 4.8/5 and 94% resolve rate
- Trained 10 new team members by providing hours-long shadowing sessions, reverse shadowing sessions, and feedback
- Led monthly bi-coastal team huddles and supported team of 30 members by answering questions in team Slack channel and
- creating a resource bank
- Developed a research project centered on company partnerships in order to improve inner-city students' access to internships.

U of Digital, Remote — *Graphic Designer*

July 2021 - September 2021

- Originated 10-20 assets on a weekly basis for the company's curriculum using Adobe Illustrator
- Applied content requests from curriculum designers to inform design decisions
- Adhered to company style guides to ensure designs met brand standards

Teach for America, Bronx — *Special Education Teacher*

June 2018 - June 2020

- Designed daily learning experiences using student data to modify curriculum to meet individual needs for each student in my 12:1:1 classes.
- Developed learning goals, recommended services, and communicated with multilingual families and administration for my caseload of 20 students on a weekly basis.
- Adapted in-person curriculum to make the transition to online learning hosted on Google Classroom for 3, 12:1:1 classes and 2 co-taught classes.

EDUCATION

General Assembly
2020
UX Certification

Relay Graduate School of Education
2018-2020
MA Teaching, Special Education

University of California, Davis
2014-2018
BS Food Science and Technology

SKILLS

Design: Illustration in Adobe Illustrator and Procreate, User Flows, Concept Sketches, Wireframes and Mockups in Figma and Miro

Prototyping: Rapid Prototyping in Figma and InVision, Working in an Agile environment

Research: Data analysis, User Testing, A/B Testing, Persona Analysis

Collaboration: Facilitating design meetings, Working in Scrum teams