# Kara Jelley

UX/UI Designer

Product Design | Engineering Perspective | Business Mindset

# Experience

Product Design Lead | Warner Music Group

August 2022 - June 2023

 Coordinated with over 10 teams globally, encompassing business, marketing, and engineering, to ensure a user-centric product
Implemented a new design system within an existing product

#### Contact

karajelley@gmail.com +1 586 438 7540

Portfolio

karajelley.me

LinkedIn

linkedin.com/in/karajelley

### Education

**Product Strategy** 

- Executed end-to-end product development under a strict deadline including quantitative and qualitative user research, stakeholder interviews, user interviews, usability testing, user flow mapping, and design phase deliverables
- Conducted QA testing, wrote and prioritized user stories, and collaborated with necessary parties to ensure timely resolution of issues before launch

# UX/UI Designer | Primion Technology GmbH

February 2022 - July 2022

- Cross-collaborated with various business units to provide a cohesive solution
- Set the foundation for design system implementation
- Streamlined the development handoff process
- Provided training to over 4 teams on UX principles and best practices
- Developed and refined user stories, ensuring clear, concise, and actionable requirements for development teams

# UX/UI Designer | TerraviewOS

allWomen Tech

Completed September 2023 Online

**UXUI** Design Bootcamp

allWomen Tech Completed November 2019 Barcelona, Spain

BS Engineering Management Michigan Technological University Graduated December 2017

Houghton, MI, USA



#### September 2021 - February 2022

- Worked closely with the product team to build designs ranging from wireframes to working prototypes to create a customer-focused solution
- Collaborated with internal stakeholders, including C-suite members, to create over 5 features customized for specific client needs
- Proactively sought and welcomed constructive feedback to refine design iterations
- Curated materials for marketing, fundraising, and sales (presentations, mockups, prototypes, web pages, graphic materials, etc.)

# UX/UI Designer | Wisar

July 2020 - September 2020

- Utilized company OKRs to drive project goals
- Performed usability testing alongside a data analyst to provide an intuitive product
- Leveraged user research to create an enhanced user experience design that resulted in improved KPIs
- Increased user engagement by over 80%

User Research | Design Strategy Qualitative & Quantitative Research Usability Testing | Heuristic Analysis Content Strategy | Data Analytics Data-driven Design | Design Systems Interaction Design | Visual Design Storytelling | Agile Methodologies Product Vision | Product Strategy Lean UX | Human-centered Design Design Thinking | Systems Thinking Information Architecture | Personas Empathy Mapping | Site Mapping User Journey Mapping | A/B Testing

#### **UX/UI Designer** | BMAT Music Innovators

May 2020 - July 2020

- Designed the user experience for a music metadata mapping software, integral to a Content Management System (CMS)
- Created an intuitive feature to upload and map metadata while complying with branding and style guidelines
- Showcased flexibility and a growth mindset through the navigation of 3 project pivots and seamless adaptation to evolving requirements

Jobs to be Done | Card Sorting Stakeholder Management | OKRs Business Analysis | Figma | Adobe CC Wireframing | Mockups | Prototyping Graphic Design | Accessibility | SaaS Q&A | Python | SQL | HTML | CSS Principals of Development & OOP