

KYLE MILLER

USER EXPERIENCE / USER INTERFACE DESIGNER

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EDUCATION

Certification - UX Design

General Assembly (2019)

BFA - Animation

Savannah College of Art and Design (2011)

SKILLS

Interaction

Surveys
Task Flows
User Flows
Prototyping
Wireframing
Card Sorting
Task Analysis
User Journeys
User Research
User Interviews
Usability Testing
Content Analysis
Experience Maps
Persona Building
Affinity Diagrams
Interaction Design
Contextual Inquiry
Responsive Design
Competitive Analysis
User Interface Design
Information Architecture

Visual

Animation
Sketching
Illustration
Storyboarding
Graphic Design

Software

Figma Adobe XD InDesign
Sketch Photoshop After Effects
Invision Illustrator

COMMENDATIONS

CCYA Mentor

Volunteered 120+ hours to at risk youth.

SCAD ANIMATE

PEOPLE'S CHOICE AWARD

2011's SCAD senior animation showcase.

UX CASE STUDIES & RESULTS

● Call Box Redesign

Gated Community Product Design

- Achieved 41% decrease in time needed to gain entry into a gated community by redesigning the call box onboarding user experience flow.

● WORDMASH

Android/iOS App

- Designed complete user interface and user experience of a brainstorming app aimed at assisting artists and writers with creative ideation and project tracking.

● Teacup Tiny Homes

Web Signup/Profile Creation

- Designed account signup flow and profile page for saving custom home designs by integrating new website functionality into existing user interface.

EXPERIENCE & RESULTS

● Technical Illustrator

2016-2019 | ISPA, Inc.

- Completed ~150 collaborative projects yearly involving ~7 copy editing, design, and illustration deliverables daily for military aircraft contracts in agency environment
- Proven command of usability and accessibility design standards and principles for consistency and accuracy in technical writing and design as customer needs and project requirements change
- Exercises extreme eye for detail and quality control to ensure flawless execution of maintenance manuals for engineering standards and reduction of FOD in product, bodily harm, and loss of life

● Business Office Administrator

2015-2016 | Georgia Highlands College

- Increased student retention rate by 6% by hitting communication milestone goals during critical deadlines, amounting to a projection of over \$1,000,000 in revenue.
- Successfully completed yearly state gov't audit submission and review.
- Interfaced daily with faculty, staff, and students serving as information base for university policies and procedures.

● Animator

2012-2014 | Kiz Studios

- Animated, rigged, and textured various character cycles and cinematics, helping team to publish game that hit #1 app in 4 countries.
- Increased character model efficiency by 10% to alleviate engine crashes.

● 3D Applications Developer

2011-2012 | Georgia Tech Research Institute

- Modeled 3D props, environment, and character assets focusing on game engine efficiency through low-poly, clean edgeloop construction.
- Integrated and polished motion capture data for character animation
- Basic texturing and light mapping for characters and environment.