

# Kevin O'Connell

## Product Designer

### ASCENDWAVE • Freelance Product Design

San Francisco, California, 2016-Present

Providing a range of design services: interaction design, user research, prototyping and usability testing.

### THE CLIMATE CORPORATION • Senior User Experience Designer

San Francisco, California, 2014-2016

At The Climate Corporation I collaborated with the executive, product management, engineering, and design teams to deliver world class experiences improving farm efficiency and providing crop insurance. Interviewed farmers and insurance agents in the midwest. Created experience maps and personas. Generated user flows, wireframes, specifications and prototypes for iPhone and Android, tablet, and the web. Teamed with user researcher on usability tests.

### ATHOC • Senior User Experience Designer

San Mateo, California, 2012-2013

AtHoc is an emergency management company that provides a platform for targeted notifications across a wide range of devices. I interviewed users and subject matter experts, created personas and scenarios, and produced artifacts such as wireframes and user flows. I helped to establish the product's visual design, as well as prototyping in jQuery and After Effects. I also spearheaded the creation of pattern and component libraries.

### CISCO SYSTEMS • User Experience Designer

San Jose, California, 2011-2012

Focused on Cisco's enterprise social media platform within the Collaboration Business Technologies group. Designed user-centered solutions for complex business needs. Created wireframes, user flows, and built prototypes. Collaborated with user researchers in usability studies.

### MICROSOFT • User Experience Designer

Mountain View, California, 2009-2010

High fidelity prototyping for user-testing of Office for Mac. Built interactive help modules for the product suite. Motion graphics for special projects.

### WHIPSAW • User Experience Designer

San Jose, California, 2009

User experience design of the Cisco umi consumer telepresence system. Collaborated with industrial designers on interaction and user interface design. Created wireframes, user flows, and prototypes.

### MCCANN ERICKSON • Interactive Designer

San Francisco, California, 2006-2008

Designed and built microsites, banners, and pitches for Microsoft advertising campaigns. Created motion graphics and edited video.

### NEWSWEEK • Interactive Designer

New York, NY, 2004-2005

Responsible for all interactive design for Newsweek's Sales and Marketing group. Created engaging and effective experiences leveraging animation, interaction design and video.

### THE WALL STREET JOURNAL • Interactive Designer

New York, NY, 2003

Designed, developed, and illustrated interactive features, including coverage of the invasion of Iraq. Collaborated with editors and journalists to clearly and elegantly communicate breaking news stories.

555 Buena Vista Avenue West

Apt. 503

San Francisco, CA 94117

[www.ascendwave.com](http://www.ascendwave.com)

[kevin@ascendwave.com](mailto:kevin@ascendwave.com)

[linkedin.com/in/mediaferret](https://www.linkedin.com/in/mediaferret)

1 415.738.6215

#### Tools

##### Graphics & code

Adobe Creative Suite, HTML, CSS, Javascript, Sketch, Omnigraffle, Axure, InVision

##### Video

Premiere, After Effects, video encoding, editing and compression

##### Additional skills

Copy writing, script writing, storyboarding, music production & audio design, illustration, project scoping and budgeting

#### Education

Pratt Institute, Brooklyn, NY

BFA, Painting

#### Photography

[flickr.com/nomadphoto](https://www.flickr.com/photos/nomadphoto)

#### Other Interests

World travel, sailing, scuba diving, guitar

Recent work samples on request