



EXPERIENCE DESIGN + RESEARCH + STRATEGY

(262) 325-5081

KTTULLY0428@GMAIL.COM

KEVINTULLYUX.COM

LINKEDIN.COM/IN/KTTULLY

## RECENT EXPERIENCE:

### SAP SuccessFactors

Product Designer & User Researcher / August 2014 to Present / Chicago, IL

- Lead User Experience Designer on several innovative projects as well as a number of more grounded, functional tools in our industry-leading HR suite. Trained in Design Thinking workshop facilitation/co-facilitation.
- User Researcher, leading and assisting on 2-4 different studies every month. Types of studies include usability testing, concept validation, assumption validation, exploratory research, benchmarking, user interviews, workshops, and more.
- Two of my designs have been patented by SAP; Identified as a top potential/top performer on team each year of employment.

### General Assembly

User Experience Design Immersive (UXDI) Student / March 2014 to May 2014 / San Francisco, CA

- Refined my skills by learning and practicing user experience design 8 hours a day, 5 days a week, for 10 straight weeks.
- UXDI program covered user research, wireframing, prototyping, interaction design, visual design, information architecture, usability testing, and more.

### University of Minnesota

Psychology B.A. / 2009 to 2014 / Minneapolis, MN

- Conducted research in personality, individual differences, cognitive ability, creativity, and motivation.
- Assisted in the construction of a massive meta-analysis (2500+ studies) examining the link between personality & cognitive ability.
- Wrote thesis paper on effective goal setting, which was nominated for the Sharon Borine Award out of a total of 430 candidates.
- 3.89 GPA in last 4 semesters; 3.57 Cumulative GPA; Dean's List

### The Apple Store

Specialist and Workshop Instructor / November 2011 to February 2014 / Roseville, MN

- Sold, troubleshoot, and educated people about astoundingly powerful/cool gizmos and gadgets -- my first 'real' experience observing user experience in action.
- Taught weekly workshops on iOS and Mac OS X to folks from all walks of life who were eager to learn.

## SKILLSET:

(\* indicates strongest skills)

### DESIGN

- Prototyping at any fidelity \*
- Information architecture \*
- Interaction design \*
- Sketching & storyboarding \*
- Wireframing \*
- Design communication \*
- Visual design
- Motion & sound design

### RESEARCH

- Research planning & conduction \*
- Usability testing \*
- User interviews \*
- Workshop facilitation \*
- Concept/assumption validation \*
- Benchmark testing
- Persona creation
- Heuristic evaluation
- Data analysis

### TOOLS & APPS

- Axure RP \*
- Adobe Creative Suite \*
- InVision \*
- Keynote \*
- Omnigraffle \*
- Sketch
- Framer
- HTML/CSS
- .. and plenty more!