

KEVIN TULLY

USER EXPERIENCE DESIGN & RESEARCH

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I love crafting innovative, life-enhancing experiences.

UX is the perfect crossroads of the three things I am most passionate about: design, technology, and human behavior. I'm consistently inspired by the way that designed user experiences in software, websites, and video games shaped me throughout my childhood, adolescence, and into adulthood.

RECENT EXPERIENCE

- **SAP SuccessFactors**
Product Designer & User Researcher | August 2014 to Present | Chicago, IL
 - Lead User Experience Designer on several innovative projects and a number of more grounded, functional tools in our industry-leading HR suite.
 - 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 performer on team each year
- **General Assembly User Experience Design Immersive Program**
Student | March 2014 – May 2014 | San Francisco, CA
 - Refined my skills tenfold by learning and practicing UX design eight hours a day, five days a week for ten straight weeks. The program covered user research, wireframing, prototyping, interaction design, visual design, information architecture, usability testing, and more.
- **University of Minnesota**
Psychology B.A. | 2009-2014 | 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 and cognitive ability
 - Wrote senior thesis paper on effective goal setting, which was nominated for the Sharon Borine Major Project 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 – February 2014 | Roseville, MN
 - My first experience truly observing user experience in action!
 - Sold, troubleshoot, and educated people about astoundingly powerful/cool gizmos and gadgets
 - Helped all sorts of people find all sorts of tech solutions
 - Taught weekly workshops on iOS and Mac OS X to folks from all walks of life who were eager to learn

RELEVANT SKILLSET

(* indicates strongest skills)

- **Design:** Information architecture*, interaction design*, motion & sound design, illustration, prototyping (all kinds)*, sketching*, storyboarding*, visual design, wireframing*
- **Research:** Assumption validation*, benchmark testing*, card sorting, competitive analysis, data analysis, heuristic evaluation, user interviews*, persona creation*, research design*, survey writing*, workshop facilitation, usability testing*
- **Tools & Apps:** Axure*, Flinto, HTML/CSS, Illustrator*, InVision, Keynote*, Marvel, Morae, Muse*, Omnigraffle*, Photoshop*, Sketch