KEVIN TULLY

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Work Experience

Disney Parks, Experiences, & Products
Senior Product Designer / August 2022 to February 2024 / Orlando, FL

- Co-led design on a new enterprise software suite allowing Disney Cast Members to manage hotel operations across the entire Walt Disney World Resort – from initial user research to final deliverables. Emphasized consistent structure and interaction design. Improving efficiency by a median of 6 clicks per key task. Helped to educate my teammates on Enterprise Product Design throughout.

- Co-led design on total overhaul of a suite of Dining applications for the parks & resorts, both Employee and Guest-facing. Created a Figma UI Kit for team's use in designing all Dining projects going forward.

- Led design on multiple other guest and cast-facing features and sites, including new features for the Disney Beach Resorts website.

Compass
Senior Product Designer / December 2021 to August 2022 / Chicago, IL

- Lead product designer on web & mobile experiences that allow real estate agents to track & manage their business. Responsibilities included end-to-end product design (information architecture, user flows, interaction design, visual design, prototyping), service design, planning & overseeing user research, and working directly with product managers and developers to build & deliver.

SAP SuccessFactors
Hybrid Product Designer & User Researcher   /   August 2014 to December 2021   /   San Francisco, CA > Chicago, IL

- Lead Product Designer on several tools in an industry-leading HR suite. Main focus was gradual overhaul of SuccessFactors Admin Center, which emphasized efficiency, clarity, and consistency across multiple tools used by HR Admins.

- In tandem with Design, also worked as a User Researcher, leading & assisting on 2-4 different user research studies every month. Including but not limited to usability testing, assumption validation, discovery research, benchmarking, user interviews, and workshops.

- Trained in Design Thinking workshop facilitation. Co-created the curriculum of a new "Innovation Workshop" aimed to help product teams design for the future. Innovation Workshop successfully piloted for the first time in July 2021 with aims to innovate the Compensation experience.

Education

University of Minnesota - Psychology B.A. Graduated 2014.

General Assembly - User Experience Design Immersive Program. March to May 2014.

Patented Design Work

Event services modeling framework for computer systems - SAP SuccessFactors. US 10338796. Issued 7/2/2019.

Graphical user interface for querying relational data models - SAP SuccessFactors. US 10296504. Issued 5/21/2019.

Relevant Skills

Design:

- Interaction Design, Information Architecture, User Flows, Wireframing, Sketching and Storytelling, Prototyping at any fidelity, Design Communication, Visual Design

User Research:

- Research Planning & Conduction, Usability Testing, Interviewing, Workshop Facilitation, Concept/Assumption Validation, Persona Creation, Heuristic Evaluation, Data Analysis, Stakeholder Presentations

Tools:

- Figma, FigJam, Miro, Axure RP, Jira, Adobe Creative Suite, HTML/CSS, and plenty more over the years!