



kyle follett

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Introduction

I'm a User Experience Design professional. I've been in the design game for the past 15 years, 13 of which were mostly focused on interactive design. The past 7+ years I've served as Manager of User Experience at a software building and consulting company. Since that time I have help build the company from two UX Designers to a team of roughly 12. Managing employees on a wide range of interactive projects. From brochure-ware websites, to large enterprise applications for Web, tablet, iOS, Android and adaptive layout web applications. Due to the nature of the business, I also take active roles on projects producing Wire-frames, Business Analysis, Polished Interface Design, HTML/Css and managing much of the client relationships and expectations.

Looking forward to talking further with you about how I may be an asset to your organization.

Resume

EXPERIENCE

2/06 to current

Manager of User Experience, SolutionStream – Lehi, Utah. Directing/Designing creative and user interface for SolutionStream clients; including software interfaces, web sites, iphone and mobile apps, and other on screen presentations. Usability testing. Managing UX team of 12; Duties include: estimates, project assignments to employees, quality assurance of work produced, employee motivation, hiring & mentoring.

10/05 to 2/06

Interactive Designer, MyFamily.com. - Provo, Utah. Working with project managers to produce web articles, interactive presentations, and promotions for Ancestry.com and other MyFamily.com brands.

1/05 to 10/05

Interactive Director/Designer, Avalon Inc. - Provo, Utah. Director of design, planning, coordination and project management of interactive projects; including web sites, on-screen presentations, animations and video. Also various traditional print design projects.

3/03 to 1/05

Interactive Director, MWI - Salt Lake City, Utah. Director of design, planning, coordination and project management of all interactive projects; including web sites, on-screen presentations, animations, banner ads and video.

9/01 to 3/03

Senior Interactive Designer, Axis 41 - Salt Lake City, Utah. Create, and design web sites, flash animation/programming, banner ads and CD-ROM kiosks. Duties also included animation script outlining and working with clients through project management.



11/00 to 9/01

Creative Director, Mindwire Interactive - Provo, Utah. Create, design and implement web sites, flash animation/programming, CD-ROM kiosks and other print design projects. Over see design quality from conception to delivery. Produce various collateral and promotional company products.

01/00 to 11/00

Web site Designer/Programmer, Candesa Interactive, Orem, Utah. Contracted out to Novell for site creation, maintenance, graphic design, flash animation/programming on the Novell.com, Shopnovell, Novell Demo City and intranet sites.

03/99 to 12/99

Web Store Front Designer, Modus Media International, Lindon, Utah. Responsible for Ecommerce site development, web/graphic design, site flow, html design templates, graphics, and testing. Also responsible for site maintenance and some intranet development.

09/97 to 03/99

Graphic Designer/Illustrator, Heritage Quest, Bountiful, Utah. Responsibilities include: web site design, magazine layout, magazine cover design, and pre press work, CD-ROM interface and package design, also involved with various mailers, flyers and poster work.

EDUCATION

- Associate of Applied Science in Visual Art & Design/Multimedia. Salt Lake Community College, Salt Lake City, Utah.
- High School Diploma, Layton High School, Layton, Utah

SKILL SET

Illustrator
HTML5
Project Management

Photoshop
Css3
Client Relations

InDesign
Adaptive Web Layouts
Employee Management

PORTFOLIO

Online: <http://www.skullandbonesdesign.com/>

Dribbble: <http://dribbble.com/kylefollett>