Bradley Kang

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Skills

Sketch | InVision | UXPin | Adobe XD | Adobe Illustrator | HTML | CSS

Wireframing | Prototyping | User Research | Usability Testing

Education

**UX Design Immersive** | General Assembly | DEC. 2015 - MAR. 2016

**B.S. Informatics - HCI**, University of Washington; SEP. 2005 - JUN. 2010

Experience

ux DESIGNER | microsoft (collabera) | feb. 2017 - PRESENT

* Collaborated with UI and Game designers to establish premium experience for Forza Motorsport 7 title on Xbox and Windows platform, which won GameSpot Best of E3 Award and Windows Central Best of Gamescom 2017.
* Owned features and translated abstract requirements into clear, implementable flows and screens; designed and iterated on interactive prototype to better communicate and collaborate with partner studios in Europe.

Product Designer | Zoonana | SEP. 2016 - jan. 2017

- Designed the first-time experience to increase conversion and retention on the website.

- Built wireframes and prototypes to illustrate how to improve the product’s usability and information architecture.

UX Design Intern | Zipwhip | Apr. 2016 - AUG. 2016

- Created user flows and interactive prototypes for Zipwhip’s redesigned Web App to better serve the diverse and complex needs of customers ranging from SMB’s to enterprises.

* Planned and facilitated qualitative user research and usability testing sessions to discover pain points and insights.

UX Designer | Smartsheet | Feb. 2016 - Mar. 2016

- Designed and delivered a new and improved on-boarding experience as a pro bono group project.

- Conducted a data-driven design process for pay-per-click customers to increase conversion rate.

- Designed and facilitated in-person, moderated and remote usability testing sessions to discover pain points in the user journey, and later validate new design decisions with an interactive prototype.

UX Designer | General Assembly | DEC. 2015 - Mar. 2016

- Graduated from 10-week, graduate-level, full-time UX Design Immersive program.

* Implemented User Centered Design Processes in 2 individual, 2 group, and 1 final client projects.

UX Designer | Freelance | JUN. 2015 - NOV. 2015

- Designed and published websites for clients to build brand identity, increase revenue, and generate more leads.

Software Test Engineer | Nuance Communications | Nov. 2011- May 2015

- Validated requirements in the following areas to increase customer acceptance: UI/UX, usability, Bluetooth, accessibility, localization, device resolution, cloud services, text-to-speech, and voice dictation.

- Designed and conducted in-person, moderated usability study for Swype keyboard that included 20 participants over 5 days; presented findings and design recommendation to VP of Product and directors.

QA Engineer | Swype, Inc. | Mar. 2011 - Nov. 2011

- Logged bug reports and set up test environment, such as flashing devices with custom Android OS.

- Created test plans and test cases, performed gray-box testing, and reported results to ensure quality and timely releases for OEM customers on a weekly basis.