

# Stephanie Keske

Experienced design technologist who helps product teams illuminate problems and explore their solutions. I specialize in prototyping for user research and product development.

## Experience

**Amazon Web Services** — Seattle, WA (Hybrid)

Senior Design Technologist

MAY 2022 - PRESENT

- Built a custom dashboard tool to synthesize and socialize long-term user research data for hundreds of users across AWS and our confidential co-development partner. Designed, prototyped, and tested the dashboard interface design, and architected and coded an internal tool which aligns communication across teams.
- Collaborated with product and engineering to design and build “art of the possible” UIs that demo complex map data, to bring large amounts of data to life for senior leadership.

**Ride With GPS** — Portland, OR (Hybrid)

Front-end/UX Engineer

MARCH 2021 - MAY 2022

- Established a user research practice in collaboration with product management; devised and implemented a user survey tool that met the needs of multiple business functions.
- Prototyped a novel web-based map data interaction using JS and React and tested it with users, which resulted in key pre-launch product improvements and significant development time savings over previous similar feature releases.
- Standardized web-app business metrics gathering and analytics, to better meet product and research needs and facilitate customer base growth and scaling.

**Uber ATG (acquired by Aurora Innovation in January 2021)** — Remote

UX Engineer

AUGUST 2020 - FEBRUARY 2021

- Developed features and improvements for the React-based Spare5 image annotation platform to provide high-quality training data for autonomous vehicle machine learning systems, including complex UI interactions and data validation pipelines.
- Analyzed React componentry in legacy tools and created a path for modernization with internal library components; contributed to library maintenance and advocacy.

**Acorns** — Portland, OR

Front-end/UX Engineer

JUNE 2018 - JUNE 2020

- Designed, prototyped, and delivered an experimental in-app promotion with novel interaction patterns, which reached approximately 40,000 users with an 11% conversion rate that resulted in an \$11.8 MM increase in assets under management (AUM).
- Launched web-app implementation of feature rollout system and A/B testing framework using Optimizely; strategized, designed and wrote the first ever web UX usability tests.

**LAIKA Entertainment** — Hillsboro, OR

Pipeline TD/Software Developer

MARCH 2013 - MAY 2018

- Designed, prototyped, and built enterprise scheduling and asset management tools and devised database workflows to support the production of Academy Award-nominated films *Missing Link* (2019), *Kubo* (2016) and *The Boxtrolls* (2014).
- Led UI/UX design initiatives for the Production Technology department; guided the redesign of a key high-volume publishing tool; collaborated with a wide spectrum of technical and non-technical users in usability testing sessions and prototype evaluation.

## Volunteer Work

**Civic Software Foundation** — Portland, OR

UX Architect/Front-end Developer

OCTOBER 2019 - PRESENT

- Designed and prototyped a front-end ingestion tool for spatial data, to be used by civic organizations to understand and share complex map-based information.

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[www.linkedin.com/in/skeske/](http://www.linkedin.com/in/skeske/)

Bellingham, WA (open to remote)

## Education

**Texas A&M University**

College Station, TX

M.S. Visualization MAY 2014

B.S. Visualization MAY 2010

## Skills

### User Experience Design

Information Architecture, Diagramming, Task Flows, Journey Mapping, Persona Development, High- and Low-Fidelity Prototyping, UI Design, Usability Testing

### Graphics/Prototyping

Figma, Sketch, Photoshop, Illustrator, AfterEffects

### Programming

TypeScript, React, GraphQL, SASS/CSS, Segment, Optimizely, Braze, Python, PyQt, Processing/Arduino, Git, Agile Methodologies

## Talks

### 300 Seconds 2020

Portland, OR

*Tricks or Treats: Using UX Dark Patterns for Good*

### Autodesk University 2017

Shanghai, CN

*Shotgun in Production at LAIKA*

### Eurographics 2013

Cagliari, IT

*Evaluation of Students' Skills in Remote Collaboration for Creative Problem Solving in Computer Graphics*