Christine Kuper

UI/VISUAL DESIGNER

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I am driven to create art that inspires wonder and teases the imagination. As a designer, I strive to brighten people's daily lives, support their work, and realize their ideas. My experience spans 16+ years in my field as a UI/visual designer. I am looking for extraordinary opportunities to apply my design talent to support the work of purpose-driven organizations making a positive impact on the world.

KEY ACCOMPLISHMENTS

Led the design for the end-to-end development of a social media iPhone app for avid travelers. Iterated UX flows and screen designs based on user testing of prototypes, beta products, and App Store releases.

Designed a customized workflow tool to attract an enterprise client to a cloud software company. Not only did the client adopt this tool as their main business operating system, but the product has scaled to become the software company's flagship platform.

Created graphical mock-ups of complex data displays for a technical team doing supply chain risk assessments, allowing them to develop a product for clients to identify and address their global supply chain vulnerabilities.

Founded the role of Lead Designer at an e-commerce company. Managed the workloads of 4-6 UI and web graphic designers, established workflow guidelines, and initiated the transition of an older front end codebase to current mobile-friendly standards.

PROFESSIONAL EXPERIENCE

2018–2022 **Product Designer**, AmiGo Travel, Miami Beach, FL
Led design of the AmiGo iOS app from initial concept to launch in the Apple App Store.

2013–Present **UI/Visual Designer**, Biztera, San Francisco, CA
Developing a cloud business service from the ground up, including flowcharts, wireframes, detailed mock-ups, prototypes and front-end development using the Bootstrap and Ant Design frameworks.

2012–Present **Freelance UI/Visual Designer**, New York, NY
Clients include Voxeet (Dolby), Jenny Bryan (RStudio), Julia Silge & Max Kuhn (RStudio), Todd Schulte Design, Lauren Glazer Coaching, and Alchemai.

2010–2013 **Lead Designer**, Consensus Corporation (formerly LetsTalk), San Francisco, CA
Managed design team. Assisted the Director of User Experience to develop long term design strategies.

2006–2010	**Web Designer**, LetsTalk, San Francisco, CA Designed and produced user interfaces, landing pages and ad banners for complex e-commerce site and partners including Alltel Wireless, Motorola, Samsung and Walmart.
2004–2006	**Freelance Web Designer**, Cleveland, OH, and San Luis Obispo, CA Designed web sites for professional artists and others. Sub-contracted for iii DESiGN.
2006–2006	**University Art Gallery Coordinator**, California Polytechnic State University, San Luis Obispo, CA
2004–2005	**Exhibition & Program Coordinator** and **Webmaster**, SPACES Gallery, Cleveland, OH
2003	**Artist Residency Coordinator**, SPACES Gallery **Adjunct Instructor** (Drawing), Cleveland Institute of Art
2002	**Full-Time Visiting Lecturer** (Drawing), Edinboro University of Pennsylvania, Edinboro, PA
2001	**Adjunct Instructor** (Painting & Drawing), Kent State Univ.
1994–1997	**Interior Designer & Mural Artist**, Naomi Leff & Assoc., New York, NY

EDUCATION

2012	Human Computer Interactions Coursera (Stanford)	*1999*	Skowhegan School of Painting and Sculpture
2001	MFA, Studio Art University of Texas at Austin	*1993*	BA, Fine Art Yale University

SKILLS

visual design and illustration	CSS, HTML, Stylus
responsive interaction design	integrating with JavaScript
iOS app design	
wireframing and prototypes	Sketch, Figma, Zeplin
written and verbal communication	Photoshop, Illustrator
team leadership	Powerpoint, Keynote
critical thinking	

INTERESTS

painting
novels
stop-motion animation
the woods
European police dramas