



Christine Kuper

UI/VISUAL DESIGNER

New York, NY

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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

- 2013–Present* **UI/Visual Designer, Content Manager**, Biztera, San Francisco, CA
Developing a cloud b2b service from the ground up, including flowcharts, wireframes, detailed mock-ups, prototypes, front-end development, as well as writing internal and customer-facing documentation.
- 2013–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.
- 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.
- 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

Human Computer Interactions Coursera (Stanford)	Skowhegan School of Painting and Sculpture
MFA, Studio Art University of Texas at Austin	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	Google Suite

INTERESTS

painting
 novels
 stop-motion animation
 the woods
 European police dramas