



Christine Kuper

UI/VISUAL & BRAND DESIGNER

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www.christinekuper.com

A creator moved to inspire wonder and tease the imaginations of a diverse audience. As a designer, I strive to brighten people's daily lives, support their work, and realize their ideas. I have 20 years of experience spanning visual design, UI/UX design, prototyping, and web development. I am looking for opportunities to apply my design talent to advance the growth of purpose-driven organizations.

KEY ACCOMPLISHMENTS

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

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 developing 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.

EXPERIENCE

2013–Present

Independent Design Consultant, New York, NY

Graphic design, presentation design, and web design for diverse clients. Projects included brand identity, pitch decks, data visualization, and marketing materials. Clients include Voxeet (Dolby), Jenny Bryan (RStudio), Green Jay Strategies, and Alchemai.

2025–2026

President, Board of Directors, 550 Fort Washington Ave HDFC Cooperative, New York, NY

Served the diverse community of shareholders in an income-limited apartment building; previously Secretary, Board of Directors (2024–2025).

2013–2025 **Principal Design Consultant**, Biztera, Mill Valley, CA
Served as head of design for a cloud B2B SaaS platform, delivering end-to-end design work including flowcharts, wireframes, detailed mockups, prototypes, and front-end development. Updated content, managed pages, optimized assets, and performed QA testing. Created marketing graphics, including occasional video/animation content. Wrote internal and customer-facing documentation.

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 Motorola, Samsung and Walmart.

2001–2006 **Earlier Roles—Arts Administration, Teaching & Design**
University Art Gallery Coordinator, Cal Poly San Luis Obispo; Exhibition & Program Coordinator / Webmaster, SPACES Gallery, Cleveland, OH; Artist Residency Coordinator, SPACES Gallery; Drawing & Painting instructor at Cleveland Institute of Art, Edinboro University of PA, and Kent State University.

1994–1997 **Interior Designer & Mural Artist**, Naomi Leff & Associates, New York, NY

SKILLS

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| graphic design and illustration | CSS, HTML, Stylus, integrating with JavaScript |
| responsive, accessible, inclusive design | Sketch, Figma, Photoshop, Illustrator, Canva |
| wireframes and prototypes | CMS platforms (Squarespace, Wordpress) |
| written and verbal communication | Powerpoint, Keynote |
| team leadership and collaboration | Google Suite |
| critical thinking | Microsoft Office |

EDUCATION

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