



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 SaaS company. The client adopted the tool as their main operating system, and it became the 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 (*concurrent with other engagements below*)

Graphic design, presentation design, and web design for diverse clients such as Voxeet (Dolby), Jenny Bryan (RStudio), Lauren Glazer Coaching, and Alchemai. Projects included brand identity, pitch decks, data visualization, and marketing materials. Consulting designer for communications firm Green Jay Strategies (their own branding plus client work) and formerly for nonprofit-focused firm Todd Schulte Design.

2013–2025 **Principal Design Consultant**, Biztera, Mill Valley, CA

Served as head of design for a B2B SaaS platform: end-to-end design work (flowcharts, wireframes, detailed mockups, prototypes, front-end development), content and asset management, QA testing, marketing graphics (including video/animation), and 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.

SKILLS

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

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)

VOLUNTEERING

- Gardener**, 2023–Present, NYC Department of Parks & Recreation. Helping maintain the Heather Garden in Manhattan’s Fort Tryon Park.
- President, Board of Directors**, 2025–2026, HDfC Cooperative, New York, NY. Served the diverse community of shareholders in an income-limited apartment building; previously Secretary, Board of Directors (2024–2025).