

# KYRA GRAY - Designer and Developer

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## SUMMARY

A UI/UX designer and developer with expertise in user-centered design, user research, concepts and solutions, iteration, and testing. I am deeply passionate about understanding human behavior to create meaningful digital experiences. With a background in design and development, I enjoy bridging the gap between user needs and technology.

## SOCIALS

**UX Portfolio:** <https://grayuxportfolio.com>

**LinkedIn:** <https://www.linkedin.com/in/kyra-gray-profile/>

## SKILLS

**UI/UX** - user research and strategy, user-centered design, information architecture, paper and digital wireframes, low and high-fidelity prototyping, conducting usability studies, iterating on designs, responsive web/app development, Adobe Suite, Figma

**Web Development** - HTML | CSS | JavaScript | Frontend frameworks

**Programming/Batch** - Unreal Engine blueprinting | C | Unix | SQL

## EDUCATION

**Arkansas Tech University** — *BA in Game & Interactive Media Design*

August 2017 - May 2021

**Arkansas Tech University** — *Associates of Arts*

August 2017 - August 2020

## CERTIFICATION

**Coursera through Google** — *Google UX Design Professional Certificate*

April 2022 - March 2023

## EXPERIENCE

**Dillard's Corporate** — *Graphic Designer*

May 2023 - Current

- Collaborate with the creative director and copy & merchandise teams to design layouts for Dillard's advertising pieces, including emails, signs, direct mail, etc.
- Managed all aspects of an email's production including layout/organization, cropping images, creating graphics, building, and testing links, and trafficking the email through stages of review and approval

**Gainwell Technologies** — *Associate Professional Programmer Analyst (Batch Developer)*

August 2021 - May 2023

- Responsible for delivery and engineering methods and business functions
- Interact with operational level client contracts and users
- Some assignments consisted of data fix request (sql updates) from customer, bug fixes in programs, code changes, generating and formatting annual edit/audit reports for the customer, and mentoring

**Lonely Cat Studios**— *Unreal Engine Developer (Contract)*

June 2021 - July 2021

- Responsible for designing and building user interfaces
- Responsible for programming and debugging, which included the functionality for the ui menus and the player mini map

**inLook, Corp** — *Full Stack Developer (Contract)*

May 2020 - September 2020

- Responsible for designing/building functionality for the UI
- Responsible for backend development, which included calling to an API that holds the players account information and created the functionality for a login/registration system
- Responsible for deploying project to Apple Developer platform so it can be tested by users

**Evolutionary Guidance Media R&D, Inc** — *Web Developer Intern*

March 2019 - August 2019

- Responsible for designing and developing website
- Collaborated with client to discuss goals/expectations
- Created screens including the homepage, about, partners, impact, and shop
- Created the frontend/backend design and functionality for a login/registration system