

# Kelly Crabtree

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<http://kmcraabtree.com>

## Summary

As a User Experience Designer with six years of experience, I am passionate about crafting intuitive and engaging digital experiences. My expertise lies in leveraging tools like Figma to bring ideas to life, ensuring compliance with ADA requirements to create accessible designs, and developing design systems that enhance consistency and efficiency across projects. I thrive on transforming complex problems into elegant solutions that are user focused and drive business success.

My education and certifications include:

- MFA in Visual Art
- Certification in UX/UI Design from CareerFoundry
- Certification to teach K-12 art in the State of Florida

My design process varies depending on the user's need but here are a few things I focus on:

- User Research
- User Testing - Preference, A/B, Usability
- User Stories
- Create Personas
- User Flows
- Wireframes - Low, Mid, and High Fidelity
- Prototypes
- Design Systems
- Figma, Illustrator

## Experience



### UX Designer

Landstar

Feb 2022 - Present (2 years 7 months)

I work across multiple teams to create user friendly internal and external applications. I use an agile work flow to collaborate with devs, POs, PMs and BAs to achieve functional designs for our agents and customers. I lead our Design System maintenance team and support our ADA compliance initiative.



### UX / UI Designer

System Soft Technologies

Nov 2020 - Feb 2022 (1 year 4 months)

Design websites and mobile applications for a variety of clients, participate in daily stand-ups, sprint planning, user testing and journey mapping. Create rapid wireframes, mockups and clickable prototypes.

Design style guides, document asset libraries and internal design systems.

Developed and lead design thinking workshops.



## **UX / UI Design**

**A. Harold & Associates, LLC**

Nov 2019 - Nov 2020 (1 year 1 month)

Collaborate with developers and customer experts to develop static and interactive media assets for training products: 2D/3D graphics, diagrams, charts, tables, photos, videos and animations, email and web content, infographics. Select colors, fonts, photographs, layouts, and other design elements. Optimize media assets for web and mobile platforms

## **Digital Art & Graphic Design Instructor**

Nov 2019 - Aug 2020 (10 months)

Teach Adobe Illustrator, Photoshop, XD and design skills.

Digital design tools and skills to high school students. Concentration placed on illustration techniques, photo manipulation and mobile design skills. Teach AP college credit portfolio classes in 2D art and design.



## **Visual Art Teacher**

**Clay County District Schools**

Jun 2017 - Nov 2019 (2 years 6 months)

Teaching visual art to K-6 classes including foundation art techniques, art history, and STEAM curriculum building.



## **Management**

**Sherwin-Williams**

Jun 2014 - Jul 2016 (2 years 2 months)

Assistant manager of store operations including managing employees, sales, product ordering, P&L reports.

## **Education**



### **CareerFoundry**

UX Design Certificate, UX Design

2019 - 2019



### **Jacksonville University**

Master of Fine Arts - MFA, Visual Arts

2016 - 2018

Masters of Fine Art with a concentration in painting and illustration



### **Flagler College**

Bachelor of Arts - BA, Fine/Studio Arts, General  
2011 - 2013

## Licenses & Certifications



**Teacher Of Art - Comprehensive K-12 - State of Florida**



**UX/UI Design - CareerFoundry**

## Skills

Design Systems • ADA Compliance • User Experience (UX) • UX Research • Figma (Software) • User Experience Design (UED) • User Interface Design • Artist • Studio Art • Art Teacher