kyle follett

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INTRODUCTION

Hi, I'm Kyle. I've been working in User Experience in one form or another for over 20 years. The past 8 years I have been more focused in Product Design. I've had a particular emphasis in the following:

* **Design Systems** for consistency, repeating elements and moving things quickly to production.
* **Design for Accessibility** addressing the needs for those with visual, mobility and cognitive disabilities.
* **User Experience.** Creating easy to use flows and processes for users of complex software products.
* **Design Team Lead.** Bringing together a cohesive product vision and unity of styles and patterns.
* **User interviewing** and **User testing** methodologies.
* **Communication** with Product Managers, Developers and other stakeholders to make projects successful.

I've worked on a wide variety of products and platforms: Mobile both Android and IOS, websites, e commerce, and desktop applications.

Mostly just love the people I work with and have a great time working bringing better software experiences to our users. I encourage you to contact any or all of my references for more of a vibe of what it's like to work with me.

Looking forward to working with you. – Kyle Follett

EXPERIENCE

7/2020 TO CURRENT – LINDON, UTAH

Senior Product Designer for BambooHR

Working with product manager and developers on performance features of BambooHR. User research, testing and design for section of product dealing with reviews and goals. Also helping with other various product design projects including design system.

2/2014 TO 6/2020 INSTRUCTURE – SALT LAKE CITY, UTAH

Principal Product Designer for Canvas Product – 4 Years

Working with product managers, developers and other designers on the design direction and management of the Canvas Learning Management product. Other duties include organization of design system of product, propagation of design assets to the team and organizing continuing education to team members. Managing team of 2 - 4 designers.

Senior UX Designer – 2 Years

Working with the Product Managers on various features. User research and interviews, persona creation. UX designs, user testing/validation and working with Development teams for UX/QA and adjustments.

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2/2006 TO 1/2014 SOLUTIONSTREAM – AMERICAN FORK, UTAH

Creative Director

Directing/Designing creative and user interface for SolutionStream clients; including software interfaces, web sites, iphone and mobile apps, and other on screen presentations. Managing team of 8-15 UX designers, scheduling work loads and overseeing product produced.

10/2005 TO 2/2006 ANCESTRY.COM – PROVO, UTAH

Interactive Designer

Working with project managers to produce web articles, interactive presentations, and promotions for Ancesty.com and other MyFamily.com brands.

1/2005 TO 10/2005 AVALON INC. – PROVO, UTAH

Interactive Designer

Planning, coordination and project management of interactive projects; including web sites, on-screen presentations, animations and video. Also various traditional print design projects.

3/2003 TO 1/2005 MWI – SALT LAKE CITY, UTAH

Interactive Director

Director of design, planning, coordination and project management of all interactive projects; including web sites, on-screen presentations, animations, banner ads and video.

09/1997 TO 9/2003

Interactive Designer

Various different locations. Can provide details if requested.

SKILLS

- Figma
- Sketch
- Adobe Creative Suite
- Design for Accessibility Needs
- User Research
- User Testing
- HTML/Css

INTERESTS

When I'm not working, I enjoy getting in the outdoors with the top off my Jeep. I live through the Utah winters with snowboarding. Also like sketching it up on my iPad, check out @kylefollettsketch on instagram for whatever weird thing I'm drawing this week.

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REFERENCES

Kyle Jensen – VP, UX & Product Design Tendo

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