
Katie Kindinger

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katiekindinger.com

Experience

- Product Designer / UX Designer / Visual Designer** - June 2009-Present
Independent Contractor
- Product Designer / UX Designer** - July 2014-March 2016
Flightradar24 - Contractor (Stockholm)
Mobile focused Product Design, UI/UX (Concept Development, Flows, Wire Frames, Graphics, Art Direction)
- Co-founder / Product Designer** - October 2012-July 2014
SEAT4a - The Flying App (Copenhagen/Chicago)
Mobile focused Product Design, UI/UX (Concept Development, Flows, Wire Frames, Graphics, Branding, Creative Coding/Data Visualization)
- Lead Designer** - May 2011-December 2011
Awesomefat (Milwaukee)
Leading the design side for a small custom mobile app development consultancy (Mobile UI/UX, Graphics, Art Direction)
- Design / UX Intern** - Summer 2011
Funny Garbage (NYC)
Summer internship working with the team to create websites for Cartoon Network, Sesame Street Workshop, and Crayola
- Design Intern** - Summer 2009
Glamour Magazine - Condé Nast (NYC)
Summer internship working on fall issues of Glamour Magazine (Layout design, Flyers)
- Design Intern** - Summer 2008
GiveForward.org (Chicago)
Summer internship helping launch the new startup (Illustrations, Flyers, Invitations)

Education

- Masters: Interaction Design**
Copenhagen Institute of Interaction Design - Jan 2012-Dec 2012
- Major: Motion Graphics**
Minors: Art, Computer Science
Concordia University WI
Milwaukee Institute of Art and Design - Aug 2007-May 2011

Awards

- Seat4a- VIR Association of Internet travel sales- Startup of the Year 2013
- "The Flying App"- Lovie Awards 2013, Utilities & Services- Bronze Winner
- "The Flying App"- Best of Mobile 2013- Finalist
- "The Flying App"- German Design Awards 2014- Nominated
- "Jarlene"- IXDA Awards 2012, Empowering category- Shortlisted
- "Juice Box Friends"- Photographer's Forum Magazine and Nikon's 2010 College Photo Contest- Honorable Mention
- "What Makes The Lego So Great?"- The Society of Publication Designers' 2009 Student Competition- Second Honorable Mention
- "A Trash Adventure"- National Geographic's 2009 Student Film & PSA contest- Top 4 Finalist

Skills

Product Design,
User Experience Design,
User Interface Design,
Interaction Design,
People Centered Research,
Startups,
Concept Development,
Rapid Prototyping,
Wearable Electronics,
Augmented Reality,
Tangible User Interfaces,
Service Design,
Urban Interventions,
Installations,
Data Visualization,
Storytelling,
Future Technology,
Graphic Design,
Motion Graphics,
Video Prototyping,
Sound Design

Tools

Design

Photoshop
Sketch
Illustrator
OmniGraffle
invis.io
AfterEffects
Flash

Video/Audio

Premiere Pro
Final Cut Pro
Audacity
Soundtrack Pro
Audition

Programming

OpenFrameworks
Processing
iPhone development
Arduino
Torque GameBuilder
Unity

Familiar with:

Java, C#, C++
Objective-C
HTML, CSS, JavaScript

Project Management

Jira
Basecamp
Trello

Other

Dark Room Photography