Kristofer Kathmann

User Experience Designer

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EXPERIENCE

Lumivero

April 2023 through Present

UX Designer

- Created and delivered research-driven, outcome-based feature designs and enhancements.
- Rebuilt legacy design system in Figma using Atomic Design Methodology.

Tevera

October 2020 through April 2023

Tevera is a SaaS startup in a niche higher-ed EdTech space focusing on field experience and program outcomes management based on accreditation standards. Tevera was acquired in April 2023.

UX Designer

- Created and delivered research-driven, outcome-based feature designs and feature enhancements which improved key product metrics and increased active user count by 4x.
- Initiated and led new UX processes at the company including: customer co-design sessions, field research, moderated remote prototype testing, utilizing RITE methods for validating major redesigns, creation of UX research repository, creation of in-product attitudinal metrics suite, management of customer-facing product roadmap portal.
- Created and tested prototypes in various levels of fidelity using Figma and UX Pin.
- Collaborated closely with developers, product managers and subject matter experts in an agile and continuous discovery research framework.
- Increased the company's overall UX maturity level throughout hyper-growth and acquisition stages.

Prime Digital Academy

September 2019 through February 2020

User Experience Designer

- Created static and interactive prototypes of apps, websites and multi-touchpoint experiences at various levels of fidelity. Conducted various styles of user research. Conducted user testing in remote, in-situ and lab environments.

Concept & Design Incorporated

I was employed by and then partner of a design agency, photo studio and publishing business which was first established in 1979. While with the firm I filled many roles, including:

- Web Designer / Developer
- Senior Graphic Designer / Art Director
- Owner / Manager

EDUCATION

Prime Digital Academy
Received Certificate of User Experience Design, February 2020

Minnesota State University, Mankato
Received BFA

- **Specialization:** Graphic Design
- **Secondary Specialization:** Photography
- Graduated Magna Cum Laude
- Received Taylor Corporation Scholarship
- Received AIGA Scholarship
- Received MSU Talent Grant

INVOLVEMENT

- UXPA Minnesota member
- South Central College graphic communications program advisory board member.
  January 2010 — April 2019

SKILLS

- **UX Research:** Dovetail, EIOU observation, affinity diagraming, behavioral mapping (shadowed), cognitive walkthrough, contextual inquiry, generative research, heuristic analysis, interviewing, personas, photo studies, storyboards, user journey maps, usability testing
- **UX/UI Prototyping:** Hand sketches, feature cards, UX Pin, InVision, Axure, Protopie, Sketch, Adobe XD, HTML/CSS prototyping; AR/augmented reality prototyping, Apple Reality Composer.
- **Product:** Jira, Productboard, within Agile sprint framework.
- **Visual Design:** Adobe Creative Suite (Photoshop, Illustrator, InDesign, Aero, Acrobat); journey map visual design and layout; 3D modeling and rendering (Blender); 2D illustration; photo retouching.
- **Development:** Hosting and domain management; SEO; Wordpress website implementation, design customization, maintenance and security; HTML and CSS coding and editing.
- **Print Design:** Print graphic design expertise; prepress file prep; press checks.
- **Other:** Product and editorial photography; copywriting and editing.
- **Management:** Design project management; creative team leadership.

CONTACT

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