

Kramer Canfield

phone 360-951-5487 email kcanfield@mac.com portfolio kramercanfield.com

LinkedIn [linkedin.com/in/kramer-canfield-501a0894/](https://www.linkedin.com/in/kramer-canfield-501a0894/)

GitHub github.com/kcanfieldpugetsound

Education

Master of Professional Studies in Information Science May 2016

Specialization - Human-Computer Interaction and UI/UX Design and Research
Cornell University, Ithaca, NY

Bachelor of Science in Computer Science May 2015

Minors - Math and Physics
University of Puget Sound, Tacoma, WA

Skills and Tools

Design Skills: paper sketches, interactive prototypes, whiteboard sessions, interaction design, UX research, information architecture, high-fidelity mockups and visual designs

Design Software: Adobe XD, Affinity Designer, Adobe Illustrator, Adobe Photoshop, Affinity Photo, Sketch, Figma, GIMP, Balsamiq, Infragistics Indigo Studio, InVision, Marvel Prototyping on Paper, Procreate for iOS,

Web and Databases: HTML, CSS, JavaScript, Bootstrap 4, jQuery, jQuery UI, PHP, SQL, MySQL, and NoSQL databases, .NET Razor pages

Developer Tools: TFS, Visual Studio, Git/GitHub, Xcode, Android Studio, Sublime Text, Cyberduck, LaTeX

Programming Languages: C#, Java, Swift, Objective-C, C, C++, Visual Basic, Haskell, Prolog

Software: Pages, Numbers, Keynote, Microsoft Office (Word, Excel, PowerPoint), Trello, Tableau, MiniTab, Amazon Web Services, Salesforce

Operating Systems: macOS, Windows, Linux/Unix

Experience

Application Developer ITS4 August 2017 - Present

Washington State Office of the Superintendent of Public Instruction

- Worked and communicated directly with customers and stakeholders to determine requirements
- Contributed to and maintained a wide variety of business applications including data collections
- Assisted other developers with UI designs and championed UX industry best-practices
- Established standard icon library and created icon usability guidance documentation
- Delivered design feedback to project managers on diagrams for clarity and readability

Report Card Website Redesign

- Leveraged Bootstrap 4 to create a fully responsive public website which follows brand style guidelines
- Increased site performance by 80% by writing JavaScript code to embed Tableau visualizations as needed
- Reduced developer time for content changes by 95% by building a companion admin application for content creators
- Clarified requirements and managed technical solutions by working closely with the project team
- Proposed and implemented UI design changes based on research, feedback, and testing on multiple platforms
- Designed and developed reusable and dynamic UI features and components in JavaScript with jQueryUI and .NET MVC

UI/UX Designer ITS4

November 2016 - May 2017

Washington State Department of Social and Health Services DVR, Lacey, WA

- Listened to and worked directly with users, subject matter experts, and senior leadership to gather, understand, and document both user needs and business requirements
- Increased accessibility by following guidelines and standards including WCAG
- Managed time across multiple projects in an Agile-like environment on interdisciplinary teams
- Iterated designs based on feedback from low-fidelity pencil sketches through high-fidelity mockups and interactive prototypes
- Inspired innovation and creativity with a take-initiative high-energy attitude
- Contributed to Developer efforts by creating prototypes using HTML, CSS, and JavaScript
- Ensured consistency by establishing design standards and styling third-party controls with CSS
- Devised simple user flows to balance and match business processes
- Drew graphical assets to support web applications
- Built internal helper tools to ease communication between design and development efforts
- Created an unbiased ranking system to automatically prioritize IT requests and decrease the potential for conflicts between co-workers
- Increased transparency and feeling of responsiveness in IT Request System by designing direct-to-developer chat features and social media-style updates

Software Engineer (Summer Internship)

July–August 2014

Water Street Ventures, Olympia, WA

- Updated UI and created mobile web versions using HTML5 and CSS3 to improve ease-of-use
- Added new features using PHP to make it easier to find relevant information
- Streamlined clients' business practices by encouraging modern web development practices

Projects

Master's Degree Research Project on Mobile UX and Search Trustworthiness

January–May 2016

Yahoo! and Cornell University, Ithaca, NY

- Created, Distributed, and Analyzed web survey on search habits
- Interviewed real users while asking them to perform search tasks and think out loud
- Redesigned User Interface to leverage users' ways of thinking and increase trust and ease-of-use
- Results of testing new design: found dramatic improvements in comprehension, trust and speed

NBA 5180 "The Art of Innovation", Cornell University – Dr. Tracy Brandenburg

Spring 2016

- Practiced IDEO "Design Thinking" mindset and process and created designs for OpenIDEO platform as part of a special project (details at <https://www.kramercanfield.com/#designthinking>)

ACM CHI Conference - 2016: UX Student Project on Perceived Performance "Shorter Wait Times"

Fall 2015
Cornell University, Ithaca, NY

- Performed literature review to understand perceived performance and explored various types of loading screens (e.g. progress bars, wheels, animations)
- Created, Distributed, and Analyzed web survey including three different loading screens
- Results: interactive animation was perceived as fastest and had highest user satisfaction.

CS250: E-Commerce "Superhero Center" Student Team Project

Spring 2014

University of Puget Sound, Tacoma, WA

- Designed engaging e-commerce site within a team of three students to fit the tone of the products (comic book merchandise)
- Implemented a fully-functional e-commerce site using LAMP (Linux, Apache, MySQL, PHP) architecture with modern HTML, CSS, and JavaScript including user accounts, dynamic content, and credit card processing