

Bradley Kang

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Skills

Figma | Sketch | Zeplin | Adobe Illustrator | Usability Testing | Wireframing | Prototyping | User Research

Education

B.S. Informatics - HCI | University of Washington | SEP. 2005 - JUN. 2010

Experience

SR. PRODUCT DESIGNER | TEALIUM | APR. 2022 - PRESENT

- Currently working on leading the design of enterprise level B2B customer data platform

SR. PRODUCT DESIGNER | WALMART GLOBAL TECH (RANDSTAD) | OCT. 2021 - APR. 2022

- Designed the next gen mobile app for Walmart's HR associates utilizing AI and ML

UX LEAD | SHINEFLOW, INC. | OCT. 2020 - OCT. 2021

- Lead a team of designers and built the foundation for an agile digital marketing workflow
- Managed PPC accounts for global e-commerce brands selling on Amazon

UX DESIGNER | WALMART LABS (MBG) | JUL. 2019 - OCT. 2020

- Lead design projects for internal web apps, associate mobile app, and customer-facing kiosk experience

UX DESIGNER | LEVEL 11 | JUL. 2018 - JUL. 2019

- Created and delivered use case documents, user flows, wireframes, prototypes, and final hi-fidelity UI designs for both internal products and client projects
- Projects included fulfillment center system, web admin portal, mobile apps, and kiosk directory

UX DESIGNER | CENTRIFY (FILTER) | APR. 2018 - JUL. 2018

- Designed web portal and dashboard interfaces for enterprise cloud security platform

UX DESIGNER | MICROSOFT (COLLABERA) | FEB. 2017 - FEB. 2018

- Established a premium user experience across the AAA title of Forza Motorsport franchise on Xbox and Windows platforms
- Owned features and translated abstract requirements into clear, implementable flows and screens
- Introduced prototyping into the design process to better communicate UX vision across the studio

SOFTWARE TEST ENGINEER | NUANCE COMMUNICATIONS | MAR. 2011 - MAY 2015

- Validated requirements in the following areas to increase customer acceptance: UI/UX, usability, bluetooth, accessibility, localization, device resolution, cloud services, and voice dictation