

Kevin Logan

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Experience

PlayStation, UX Designer

Los Angeles, CA / October 2018 - Present

I'm currently leading the design of developer tools for the PlayStation Network SDK. Our team focuses on improving development and publishing workflows that game developers utilize to launch their games on PlayStation.

Crate and Barrel, Interaction Designer

Northbrook, IL / August 2016 - August 2018

Led the UX design of an agile development team for Crate and Barrel eCommerce. Worked closely with software engineers, product managers, QA, and other designers to launch new features and visualization tools for the website, app, and in-store digital.

Led the design of an easy to use, interactive web tool to help customers and store associates visualize the process of choosing a sectional sofa. Successfully increased conversion rates (+150%) and average order values (+21%) for all sectional sofas.

Indiana University, User Experience Specialist

Bloomington, IN / August 2014 - May 2016

Led the responsive redesign of the Hudson and Holland Scholarship Program website. Designed and coded the website based on Indiana University's visual web style guide.

Programmed a self-service check-in kiosk for student advisor appointments using PHP. Greatly reduced the amount of time students waited for advisor appointments.

Logitech, User Experience Design Intern

Newark, CA / June 2015 - August 2015

Improved the user experience of a new product - ZeroTouch, by engaging in various user-centered design activities and collaborating within a small startup team.

Redesigned and launched several flows for the onboarding process of the ZeroTouch app. Created and ran user tests with customers, synthesized large amounts of data, documented research insights, and presented recommendations to key stakeholders.

John Deere, User Experience Intern

Moline, IL / May 2014 - August 2014

Conducted a large-scale customer research project and presented findings to team leads. Successfully secured budget to redesign two unique eCommerce websites.

Involvement

Hosted a Design Challenge for IU Design Undergraduate Students during Spring 2019.
Hosted a Design Challenge for IU HCI/Design Graduate Students during Fall 2017.
Won the Best Graduate Project Award at the IU Research Symposium during Fall 2015.

Education

Indiana University

Bloomington, IN / May 2016

MS, Human-Computer Interaction and Design

GPA: 3.925 / 4.0

Illinois State University

Normal, IL / May 2014

BS, Computer Information Systems (Honors), with minors in Psychology and Business

GPA: 3.6 / 4.0

Skills

User Experience Design
User Interface Design
Interaction Design
Design Strategy
User Research
Usability Testing
Wireframing
Rapid Prototyping
Front End Development

Tools

Adobe CC, Sketch, Invision, Marvel, Principle, Code, G Suite, JIRA, Trello

Programming

HTML5, CSS3, JavaScript, Bootstrap, jQuery, PHP, SQL, Arduino, Processing (C)

Interests

Entrepreneurship, Electronics, Design Thinking, Speculative Design, Self Help, Gaming, Powerlifting, Sour Beer