🌿 Kai Usher

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👋 SUMMARY

I'm an experienced product designer and developer able to oversee the entire UX process from initial problem discovery to implementation and testing. I'm a firm believer that users should direct the products they use and I enjoy developing solutions which blend data-driven insights and empathetic communication. Outside of work you'll likely find me immersed in the music scene, exploring the countryside or doing yoga.

🖥 EXPERIENCE

2024-Pres   **Seneca Learning – Lead Product Designer**
- Covering the full product design stack from user research to high-fidelity prototyping.

2019-2024   **Racecheck – Lead Product Designer & Front-End Developer**
- As the sole designer and front-end developer in the company I worked across the entire product development lifecycle, from initial user research to building and shipping varied features.
- Conducted research tasks with both B2C everyday users of the website and B2B business clients to understand our problem space and ensure we were building products that met their needs.
- Frequently presented and justified design work and decisions to both colleagues and users in a manner that was easily understandable and digestible.
- Worked remotely as part of an international team which required frequent and transparent communication to ensure day-to-day operations ran smoothly and efficiently.
- Effectively dealing with ambiguity and change was essential due to the company being an early-stage start-up. This was amplified when Super League Triathlon acquired Racecheck in 2021.
- Coordinated high level business goals alongside feature-specific targets to not only shape the immediate impact for users but also the future direction of the platform.
- Technologies used: Figma, Sketch, Adobe Creative Suite, HTML5, CSS3 (Sass), JavaScript, React, Git

2017-2018   **IBM – Blockchain Software Developer Intern**
- Developed production ready open-source software – I was involved with the complete development process from planning and coding to testing and deployment.
- Collaborated across design teams to undertake various user research tasks.
- Gained experience presenting ideas, work and results to senior managers and clients.
- Volunteered outside of my role - i.e. helped host an event for students to explore technology careers.

🎓 EDUCATION

2015-2019   **Computer Science with Artificial Intelligence (BSc), Loughborough University, UK**

First class with Honours. Human-Computer Interaction, Computer Graphics, Programming for the WWW, Software Engineering, Databases, Embedded Systems and Mobile App Development.

2013-2015   A-Levels: Computer Science (A), Geography (B), Mathematics (C)

💼 SKILLS

Design   Qualitative and quantitative user research • Persona and user story definition • User flows/journey mapping • Style and brand guideline creation • Wireframing • High & low fidelity prototyping • Branding • Proficient in Figma, Sketch, Adobe Illustrator

Technical   Front-end development • Responsive implementation • Version control with Git • Documentation • Agile • Proficient in HTML, CSS (and preprocessors such as Sass), JavaScript, React and Python

Personal   Effective communication • Team work and collaboration • Self-motivation and discipline • Problem solving • Empathetic curiosity • Organisation • Continual growth mindset with a willingness to fail

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