

KATHRYN SLIVKA

UX RESEARCHER AND EXPERIENCE DESIGNER

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SUMMARY

UX Designer with 7+ years of expertise shaping user-first digital experiences through deep discovery, usability testing, and cross-functional collaboration. Known for turning complex workflows into intuitive solutions, mentoring teams in human-centered thinking, and bridging research insights with design and development. Proficient across end-to-end product discovery, accessibility, and implementation — ensuring that what's built aligns with what users need.

CERTIFICATIONS

- **Interaction Design Foundation (2022-2024)**- AI for Designers, Accessibility: How to Design for All, Mobile User Experience Design

EDUCATION / TRAINING

- **Illinois Institute of Art (2009)**- BFA Game Art & Design
- **LaunchCode CoderGirl Cohort 2017**- Web Development

SKILLS

- **Design Tools & Methodologies:** Figma, Adobe XD, Adobe Photoshop, Adobe Illustrator, Adobe Premiere, Adobe After Effects, Design Systems, Responsive Design, Accessibility, Atomic Design, Interaction Design, Human Centered Design, Visual Storytelling, Survey Design, User Interviewing
- **Development & Implementation Support:** HTML5, CSS3, SASS, React, Angular, Vue (basic), Git, Material UI, accessibility compliance (WCAG)
- **Collaboration & Project Management:** Agile UX, SCRUM, JIRA, Confluence, Mentoring, Demoing, Requirement Gathering
- **Other Tools:** Procreate, Bitbucket, Jenkins

PROFESSIONAL EXPERIENCE

Sr. UX/ UI Design Consultant

NetEffects, Bridgeton, MO | April 2025 – Current

Client: Cass Information Systems

- Collaborated cross-functionally with product owners, developers, and stakeholders to elicit, document, and refine business requirements that align with user needs and technical feasibility.

- Developed and maintained the company-wide design system in Figma, standardizing UI components and design patterns to ensure consistency and scalability across products.
- Designed wireframes and prototypes in Figma to visualize workflows and ensure alignment between business objectives and technical implementation.
- Developed and deployed accessible, semantic front-end components that improve usability and adhere to design system standards.

Skills: Agile Methodologies · Business Requirements Gathering · User Story Creation · Backlog Management · Wireframing & Prototyping (Figma) · Design System Development · Semantic HTML · Accessible Front-End Development · Cross-Functional Collaboration · Process Mapping · Technical Documentation · User Training Materials

Creative Media Specialist

Nature's Re-Creations, St. Louis, MO | August 2024 – April 2025

- User-Centered Content Creation: Develop video content strategies aligned with user behavior, producing long-form and short-form videos (including reels) for weekly distribution across Facebook, Instagram, YouTube, and TikTok.
- Social Media Optimization: Apply data-driven insights to enhance user engagement and ensure seamless, intuitive user experiences across social platforms.
- Customer Journey Mapping: Utilize UX principles to analyze customer personas and touchpoints, optimizing their journey for improved satisfaction and loyalty.
- Visual Design & Branding: Execute UI design principles to create cohesive branding and visually appealing assets for events, digital campaigns, and social media.
- Web Content Strategy: Oversee website updates and design improvements, ensuring usability, accessibility, and alignment with marketing goals. Currently redesigning the website using Figma.
- Event Experience Design: Develop immersive branding and promotional materials, prioritizing a user-first approach to create impactful experiences.

Skills: Customer Experience Design · Operations Management · Search Engine Optimization (SEO) · Customer Marketing · User Experience Testing · Web Development · Web Design · Graphic Design · Video Editing · WYSIWYG Editing

UX Design & Engineering Consultant

Turnberry Solutions, St. Louis, MO | May 2022 – December 2023

Client: Charter

- Led design and front-end development initiatives for two web applications serving 900+ daily internal users.
- Created and maintained scalable design systems in Figma, ensuring consistency across multiple environments.
- Helped build an API testing tool (React) as the sole UX/UI designer.

- Redesigned a customer service application using React.
- Improved accessibility, raising compliance from 86% to 98%, and enhanced performance metrics by 22% through design updates.
- Delivered 310 design stories, supported 86 developer stories, participated in weekly stakeholder demos and feedback sessions.

Client: Mastercard

- Led design migration initiative from Invision and Sketch to Figma for B2B applications

Skills: Prototyping · Mobile Application Design · User Research · Style Guide Creation · Software Design · Figma · Usability · User Flows · Human Computer Interaction · Wireframing · Public Speaking · Communication · Qualitative & Quantitative Research Methodologies · Customer Service · UX Research · Front-End Development · Quantitative Research · Web Content Accessibility Guidelines (WCAG)

UX Design & Engineering Consultant

Slalom, Clayton, MO | January 2020 – April 2022

Client: Enterprise Rent-A-Car

- Redesigned legacy web applications for insurance reporting, enhancing usability for call center agents and insurance partners.
- Expanded design library with 60+ high-fidelity prototypes and designs across multiple clients.
- Mentored designers on technical implementation and led accessibility efforts.
- Experience and User Interface Designer for internal applications used by insurance partners and call center agents to help their customers claim insurance-related events and get set up with rental vehicles.
- Created high-fidelity prototypes in Figma using atomic design principles; scaled designs into reusable library components while ensuring WCAG compliance.
- Worked directly with Developers to consult on design patterns, intention of designs, and to provide coding guidance.
- Added and refined design variants and components within UI design libraries. Coached other designers on the team around technical feasibility and implementation.

Client: Charter

- Experience and Visual Designer and Software Engineer for internal applications. Worked on a team to develop design workflows and create low and high fidelity mockups for Developers.
- Hosted design meetings to align teams, and provide visibility to stakeholders. Created branding identity for internal applications.
- Delivered 37 development stories using React and Material UI, wrote unit tests, deployed updates via Jenkins, and conducted PRs using Bitbucket and provided design direction to Development Teams.

- Designed custom components to facilitate integration with 10 management APIs, improving workflow efficiency.
- Led the rebranding of a web application, increasing user engagement by 50%.

Skills: Prototyping · Mobile Application Design · User Research · Adobe XD · Style Guide Creation · Software Design · Figma · Usability · User Flows · Human Computer Interaction · Wireframing · Public Speaking · Communication · Qualitative & Quantitative Research Methodologies · Customer Service · UX Research · Front-End Development · Web Content Accessibility Guidelines (WCAG)

UX Design & Engineering Consultant Associate Consultant

Daugherty Business Solutions, Olivette, MO | January 2018 – January 2020

- Migrated data to AWS Cloud and developed front-end applications using React, React Material, and Angular.
- Designed custom iconography and developed front-end components for two internal web applications.
- Contributed to internal bench projects, utilizing Vue, MongoDB, Express, Java, Spring, and Bitbucket for delivery.
- Participated in a 7-week training program focused on full-stack development, agile methodologies, user research, and consultative skills.

Client: Bayer (Monsanto)

- Visual Designer, React and Cloud Engineer for several applications in a global-scale agricultural company's technology division.
- Worked with a small team to migrate data from local servers to the cloud, and provided data stewardship support among several internal applications.
- Created iconography, graphics and logos for internal applications.

Client: Charter

- Experience Designer and Front End Architect/ Engineer on a greenfield project: designing a business idea contribution portal used internally by telecommunications employees.
- Owned experience development for the first two stages of the project as well as building out the front end of the application in Angular 4.

Client: Express Scripts

- Designed and developed a configuration editor for use by registered pharmacy technicians in order to quickly fill and filter prescriptions.
- Designed user interfaces and supported design iteration for applications across multiple teams.
- Project Management Styles: Agile, Kanban, SCRUM
Technologies: JavaScript, HTML/CSS, TypeScript, C#, .Net, TFS, Oracle, Java, Game Development, git
- Frameworks, Libraries, Databases: AWS, Dev-Ops, Angular, React, Vue, Node.js, MongoDB, MySQL, Unity, 3DS Max, Adobe Suite

Skills: React · Angular 4 · Angular 7 · Bitbucket · HTML · CSS · Git · AWS · Mobile Application Design · User Research · Adobe XD · Style Guide Creation · Software Design · Usability · User Flows · Human Computer Interaction · Public Speaking · Communication · Qualitative & Quantitative Research Methodologies · Customer Service · UX Research · Front-End Development

OTHER EXPERIENCE AVAILABLE UPON REQUEST