

Kenneth Fernandez

Product Developer

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EDUCATION

University of California, Irvine

Bachelor of Arts in Studio Art

Minor in Educational Studies

Minor in Digital Arts

June 2013

SKILLS

Design Methods

Wireframing

Prototyping

Storyboarding

Visual Notetaking

Design Tools

Adobe Illustrator

Adobe Photoshop

Adobe InDesign

Adobe After Effects

Adobe XD

Invision

Development

Proficient HTML & CSS

Intermediate Javascript

Intermediate Python

Methodologies

Design Thinking

Agile Development

Improvement Science

EXPERIENCE

Product Developer | Carnegie Foundation for the Advancement of Teaching

Stanford, CA | July 2017 - present (6 months)

Create wireframes, mockups, and interactive prototypes for the Foundation's online platforms to advance project goals. Conduct user research to build empathy, identify needs, and develop strategies for design iterations. Support the Foundation's 10+ national education networks in designing high fidelity presentation and research materials. Collaborate with developers, data analysts, teachers, and content experts to define project goals, scope, and deliverables.

Post-Baccalaureate Fellow, Collaborative Technology | Carnegie Foundation for the Advancement of Teaching

Stanford, CA | July 2015 - July 2017 (2 years)

Developed the design assets for the Carnegie Math Pathways, a national network of 60+ colleges committed to solving problems in developmental mathematics. The Pathways program has scaled and resides with a larger education non-profit. Built the design thinking capacity of the Post-Baccalaureate Fellowship Program by coaching 10 fellows through design thinking methods. Co-designed with the Stanford d.school K12 Lab Network to present a conference session focused on empathy tools for pursuing educational equity.

Graphic Designer & Web Developer | Coastline Marketing Group

Salinas, CA | September 2013 - June 2015 (1.5 years)

Designed high fidelity marketing collateral for Montessori schools, elementary schools, and local businesses. Developed websites and Search Engine Optimization (SEO) plans for 20+ small businesses in Monterey County.

Production Intern | WGBH Studios

Boston, MA | July 2013 - September 2013 (3 months)

Worked with designers, engineers, and executive producers to produce graphics, audio, and manipulatives for an National Science Foundation funded project called Next Generation Preschool Math (NGPM), a series of iPad games that teaches early math to preschoolers. Facilitated play testing of NGPM iPad games and supplemental board games at local preschools.

AWARDS & RECOGNITIONS

Honorable Mention, OpenIDEO Global Inclusion Challenge

Designing for diversity and inclusion

First Place, UC Irvine Autism AppJam

Mobile application design for users with autism