

MALLORY KRAUS

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San Diego, CA
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Experience

UX Designer

Oct 2021 - Present

Roku, Inc.

Full-time

Cross-platform design specializing in UX Privacy. Balancing goals of UX transparency, legal compliance, and consistency with industry standards and OS design systems.

IX Designer I

Nov 2020 - July 2021

HP, Inc.

Full-time

Interaction design of E2E setup flows for print users. Working with marketing, development, and legal partners to meet requirements and develop design solutions.

Junior UX Designer

Oct 2019 - Nov 2020

HP/Paradigm Information Services

Contract

General design support and project management for the out-of-box experience design team.

Contract Web Developer

Jan - July 2019

Frank E. Evans Association

Contract

Website information architecture and redesign on WordPress. Conducted current website audit and user surveys.

UI/UX Intern

Jun - Aug 2019

Lofty AI, Inc.

Part-time

Modification of site and customer reports to maintain brand identity and integrity.

Web Developer

Oct 2018 - Jun 2019

Plantopia

Part-time

Implementation of SEO strategies and WP maintenance. Graphics creations and social media/email campaigns.

Private Nanny

Oct 2012 - 2019

Marie Kenny and Dustin Moors

Part-time

Research Assistant

Sept 2014 - Aug 2016

UCSD - Dr. C Johnson

Collected data, aided in research methods for animal cognition studies.

Resident Advisor

Aug 2014 - Jun 2015

UCSD - The Village at Torrey Pines

Education

University of California, San Diego

2016

B.S. Cognitive Science

Specialization: Human-Computer Interaction

Relevant Coursework

Information Architecture

Performed usability evaluations and competitive analyses of user flows. Completed an interactive prototype of a music app in Invision/Photoshop.

Other: Cognitive Design Studio, Oral Communication, Multimedia Design, Sensation & Perception, Advanced Interaction Design.

MiraCosta College

Dec 2018

Certification: Computer-Aided Drafting and Design

Relevant Coursework

Project Management

STREAM Festival - Collaborated in organizing the Design Department's annual STREAM festival. Created and managed the festival website, and team project charter in Microsoft Project. Fabricated prototypes for architecture exhibit and model for VR walkthrough.

Other: Solid Modeling, 3D Prototyping, Revit, Manufacturing Materials.

Skills

Design

User experience, competitive analysis, user research, usability testing, wireframing, user flow validation, prototyping, web development and information architecture.

Tools

Adobe Creative Suite (XD, PS, AI, DW), UserTesting.com, MS Suite (W, PW, XL, Teams), Miro, WordPress, Invision, Figma, Sketch, HTML/CSS/functional JS, AutoCAD, Solidworks