

# KENNY WEBB

## UI/UX DESIGNER

### EXPERIENCE

#### Thru

Feb 2020 – July 2021

#### SR UX/UI DESIGNER

As the sole Visual and User Experience Designer, I worked with Management and development teams to create the best possible experience for our Clients.

- Utilized Adobe XD for all of my prototyping, wire-framing, and quick mock-ups.
- Rebuilt the entire front end using HTML/CSS and some JavaScript to help create a more responsive and "lighter" app.
- Worked closely with the development team to help pinpoint and correct potential user bottlenecks for a more even UI flow.

#### Koridor

Sept 2017– Nov 2019

#### UI/UX DESIGNER

- Effectively communicated and presented ideas, deliverables, decisions to stakeholders as well as developers.
- Built a responsive mockup, with the use of Bootstrap framework.
- Converted client floor plans from PDF and Excel spreadsheets to interactive SVGs (Scalable Vector Graphics) for consumption by our app.
- Worked independently within a collaborative environment rapidly adjusting to changing priorities.

#### Rainmaker

Jan 2011 – Aug 2017

#### UX/UI DESIGNER (2015-2017)

*SR QA Analyst 2011-2015*

- Designed wireframes and mockups to improve the user experience for Rainmaker's GuestREV, GroupREV, REVintel and GuestREV mobile web applications for external clients such as Wynn (Las Vegas), Caesars Entertainment, and Omni Hotels to name a few.
- Lead design reviews, reinforcing best practices to the product and development teams.
- Translated business requirements from the product team to visual designs and workflows.
- Utilized HTML & CSS to often finish the final web product.
- Worked within an Agile/Scrum Environment by taking ownership of stories, tasks and projects.

#### Manheim

2001 - 2010

#### SR QA ANALYST

*QA Analyst-Automation 2009-2011*

*Lead QA Analyst 2006-2009*

I wrote and executed text plans and test cases for testing in both mobile and web platforms (mobile devices at this time were the pocket-PCs). I lead test case reviews on a weekly basis, to help verify adequate testing coverage.

#### Leisure Time Technology

1999 - 2001

#### QA ANALYST

I developed and implemented test procedures and tests for gaming systems (video poker machines) with multi-games for multi-jurisdictions.

### EDUCATION

1999

Bachelor of Science in Industrial Engineering  
Mercer University - Macon, GA.