Blake Shae Kos *UI/UX designer and creative technologist*

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I seamlessly integrate web design, motion graphics, and visual interface design to push the boundaries of human experience within space, through technology and with others. As a versatile professional, I produce both the user experience and visual design for mobile/web apps, marketing websites, and exhibitions. Furthermore, I adeptly conceptualize, strategize, and foster harmony amongst design systems and people through a commitment to quality, through a sense of delight and a focus on ease-of-use.

Education

Certificate, Interface Design
Shift Nudge – Online

MFA, Media Design Practices, Distinction
ArtCenter College of Design – Pasadena, CA

Certificate, Data Analytics
General Assembly – Los Angeles, CA

BA, Environment, Economics and Politics
Claremont McKenna College – Claremont, CA

Skills

UI/UX, interaction design, visual design, motion graphics, wireframing, user research, user journeys/ flows, 3D modeling, video production/editing, interactive prototyping, ML/AI, MR, web design and development, and game development

Tools

Figma, Unity, Blender, Unreal Engine, Rhino, GitHub, Photoshop, Illustrator, Premiere Pro, and After Effects

Programming Languages

Python, HTML/CSS, JavaScript, REST APIs, SQL and C#

Experience

Exhibition Design Intern
Palm Springs Art Museum, April – August 2023

- Collaborated with the exhibition designer and graphic designer on numerous graphic elements and spatial experience of a 13,000 sq. ft space, including motion graphics for two videos of digital archival content.

Media Designer
ArtCenter College of Design x Royal Caribbean Group
January – April 2023

- Redesigned a 200,000+ sq.ft. space using Rhino and Unreal Engine for a 2027 cruise ship in partnership with a graphic designer and spatial experience designer and presented the team's vision to the Creative Director and VP of Product Development.

Unity Design and Development Intern
Beaudry Interactive (b/i), July – December 2022

- Developed a wirelessly-integrated interactive tool/ prototype of b/i's latest R&D experiential product, Light Sprites™ for internal development purposes and display at a themed-entertainment conference, resulting in three sales opportunities.

- Partnered with an engineer and visual designer on multiple interactive and motion graphic features for an 86" touchscreen project on Carnival's Celebration ship, leading to a subsequent multi-project contract.

Research Assistant, Immersion Lab
ArtCenter College of Design, January – December 2022

- Researched emerging mixed reality technologies, and explored their design implications through weekly prototypes in Unity3D and group critiques with fellow research assistants.

Making Lab Manager, Media Design Practices Dept.
ArtCenter College of Design, September 2021 - April 2022

- Guided fellow graduate students on system design and troubleshooting of physical computing projects and provided training of various tools, including soldering and Python coding.

Teaching Assistant
ArtCenter College of Design – Pasadena, CA
January – August 2022

- Instructed nine undergraduate Interaction Design students in the use of formal design principles for their visual design studies in Figma, and supported the creation of interactive prototypes using p5.js.

- Advised 15 undergraduate Graphic Design students in conceptualizing a campaign for a non-profit organization of their choice, incorporating graphic design techniques to design a 40+ page zine and three-part poster series.

Sales Engineer
ServiceTitan, February – September 2020

- Partnered with 10 Account Executives to close 30+ prospects and existing customers, valued at $70,000+, by providing solution recommendations and workarounds based on user needs, business objectives and technical constraints.
- Curated customer feedback for Product and Design teams to push two major products updates and evaluate future roadmap features.

Solutions Sales Specialist
DAQRI, August 2017 – July 2019

- Championed Worksense, an integrated AR software and hardware subscription, into the industrial manufacturing marketplace by researching industries, identifying user problems and business goals, facilitating and collaborating with internal leadership, leading to numerous proof of concepts and pilot projects, including a 24-subscription pilot with Production Engineering at Toyota NA.
- Facilitated ideation sessions with customers and internal teams (Engineering and Product) to define product development priorities for five key customers, including a white-labeled digital service offering valued at $500,000 for an international manufacturer.
- Assisted Product Marketing with the messaging, value propositions and identification of target industries and audience for the Worksense subscription.
- Researched and cultivated mutually beneficial relationships with key third-party business partners to launch DAQRI solutions within select companies.

Sales Engineer
Enviance, October 2015 – August 2017

- Researched user pain points, uncovered business objectives, and collaborated with Sales, Product and Engineering on the design and delivery of 40+ custom product demos and proof of concepts for an integrated mobile and web solution, including a 3-year, $350,000 in subscription and $300,000 in Pro Services for FedEx.
- Designed and maintained product journeys and user scenarios, data visualization, and system integrations for six product demo environments.
- Implemented a new RFP/RFI process and completed 20+ prospective customer RFPs/RFIs as well as sales proposal collateral for prospective customer submission, in partnership with Product Marketing.
- Managed and cultivated external relationships with four third-party consulting and Pro Services partners as Enviance developed new product features and acquired several EHS companies.

Services Architect
Solutions Consultant & Project Manager
UKG (fka Kronos), November 2011 – October 2015

- Strategized with Sales and Professional Services management within the Manufacturing vertical to price, set project goals, and scope deliverables for 20+ enterprise B2B SaaS hardware and software projects, totaling $2+ million.
- Configured, trained and implemented 32+ enterprise software projects automating contractual scheduling obligations for public safety organizations (e.g., police, fire, corrections and EMS) valued at over $3.6 million in product and services, including on-site training and solution refinement with NYFD.
- Lead multiple, simultaneous project plans, tracking on-going progress and managing 4-person project treams, through project obstacles and complex timelines/contingencies to achieve implementation objectives and goals.