

KRISTI-LYNN JACOVINO

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Experience

Freelance Web/Tech Consultant; 2005–Current

I work primarily with socially conscious businesses, universities, government organizations, and nonprofits to help them overcome their tech limitations through better websites and holistic technology implementation. My areas of expertise are in user experience including research, user stories, and prototyping, as well as user interface design, communication design, information design, front-end web development, and training.

Adjunct Faculty—Interfaces & Experiences, University of Connecticut; Storrs, CT — Fall 2018

Developed full curriculum, worked with students through various projects where they performed user research, developed user flows, prototyped integrated systems for university programs, reimagined mobile apps, and learned basic front-end development.

UX/UI Designer, The Onion; Chicago, IL — 2013–2016

Conducted user research and analysis to create visual interface designs for Onion, Inc. properties including The Onion, The A.V. Club, and ClickHole. Managed UX for custom CMS and user dashboards for content management, payment tracking, analytics, and engagement.

UX Architect, LimeRed Studio; Chicago, IL — 2010–2013

Conducted user research, developed information architectures, created low- and high-fidelity wireframes and prototypes, and developed responsive websites for various small business, nonprofit, and university clients including Northwestern University, University of Illinois at Chicago, Illinois Science and Technology Coalition, and Heartland Alliance.

Print/Web Designer, Web Developer; Storrs, CT — 2008–2009

Created print, web, and identity designs, as well as front end web development for university departments and local clients.

Speaking & Interviews

Do Good Data 2016; Chicago, IL — “Using UX Principles to Design Data for Real People”

The A.V. Club — “40 years of inspired graphic design in SNL’s title sequence” May 12, 2016: <http://www.avclub.com/article/charting-40-years-inspired-graphic-design-snl-tit-236555>

Wired Magazine — “How ClickHole Crafts the Web’s Most Hilarious Adventure Games” March 26, 2016: <http://www.wired.com/2016/03/clickhole-adventure-games/>

Do Good Data 2015; Chicago, IL — “Using Data to Influence your UX Decisions (and your Board of Directors)”

Responsive Web Design Podcast — “The A.V. Club” March 23, 2015: <https://responsivewebdesign.com/podcast/avclub/>

Education

BFA Communication Design — University of Connecticut, 2009