

KELLI BORGONIA, PRODUCT DESIGNER

kelli.borgonia@gmail.com
kelli.airshipcms.io
linkedin.com/in/kelli-borgonia

EXPERIENCE

Digital Design Manager

National Domestic Workers Alliance, April 2020 - Present | Remote (New York)

Implements modular web infrastructures in order to enable content creators to self-publish and manage web content. Works with department directors to audit both internal processes and externally-facing consumer products to develop strategies for testing and improving user flows.

Project Manager

Block Party, February 2020 - Present | Remote (San Francisco)

Develops internal processes for more efficient workflows. Actively contributes to overall feature planning and UX/UI direction of the product.

Owner & UX/UI Designer

Purely Functional, 2011 - Present | Remote (Seattle)

Runs a three-person remote development team in building websites, web applications, and mobile apps. Designs all user flows, prototypes, and layouts. Conducts business analyses in order to update existing systems to more efficient management workflows.

Product Owner & UX/UI Designer

AirshipCMS, 2013 - 2019 | Seattle, WA

Manages the product, design, and development for all features of the PaaS web development platform. Established a design system for consumer-facing modules and built the marketing website. Currently manages relationships with 10 clients on the platform. (<https://airshipcms.io>)

Project Manager

Braintrust, December 2019 - March 2020 | Remote (San Francisco)

Managed the team building the company's marketing website launched in March 2020.

UX/UI Designer

Extreme Arts & Sciences, 2018 - 2019 | Seattle, WA

Designed and coded responsive layouts for various small-scale to enterprise-scale websites.

Web Designer & Guest Instructor

DevLeague, 2013-2015 | Honolulu, HI

Served as a design mentor and instructor. Created curriculum for the following topics: responsive web architecture, SCSS, and grid systems.

Game Designer, Curriculum Developer, & Instructor

Goma Games, 2011 - 2015 | Honolulu, HI

Led a small game development team in creating games that teach programming skills to a K-12 audience. Developed curriculum for a summer tech series over the course of four years.

EDUCATION

BBA Marketing & BFA Graphic Design

University of Hawaii at Manoa, 2009 | Honolulu, HI

Earned dual degrees and graduated *summa cum laude*. Awarded a four-year full-tuition Regents Scholarship. Honored as top design student in Graphic Design graduating class.

SKILLS

Visual Design

User Interface Design, Mobile App Design, Responsive Design, Illustration

Tools: Illustrator, Sketch, InVision, Photoshop, Animate, Adobe Draw

User Experience

Wireframes, Prototypes, User Flows, User Personas, Test Group Moderation, Information Architecture

Tools: Sketch, InVision

Product & Project Management

Strategic Planning, Feature Roadmapping, Agile Workflows, Technical Writing

Tools: Github Projects, Basecamp, Asana

Web Development

HTML5, SCSS, CSS Animation, CSS Frameworks (Foundation, Bootstrap, Bulma), Handlebars, Gulp/Node

Tools: Github, VS Code, iTerm, Chrome

AWARDS

Featured Blog Post

Modus.Medium.com, 2020

Best Overall

VoterTab, Civic Hackathon, 2019

Best Overall

SafeWord, AngelHack Hackathon, 2017

Popularity Prize

Unicorns vs. Dragons, NKO, 2016

Best Overall

Micro Manager, AT&T Hackathon, 2016

Pele Regional Award for Book Design

Writing with Thread, Pele Awards, 2010