



# Kyle Wenig

UX UI Designer

## Design Projects

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### Sonic Breach UX/UI Designer - Contractor

November - 2021 (Colorado, CA)

- Sonic Breach is an emerging Audio Engineering company that offers Mixing & Mastering services.
- I worked with the CEO personally to create the company branding, build the information architecture and site map that aligns with brand values.
- Conducted current market research and client & user interviews.
- Hosted weekly meetings to give insight to our process and timeline.
- I created Hi-Fidelity prototypes in Figma and presented research findings and designs to client and their development team.

### Automatic Ocean / End-to-End Mobile App

January - 2022 (Remote)

- Automatic Ocean is an automated aquarium controller app designed for the saltwater reefing community, allowing them safe management and monitoring of their tanks from anywhere in the world.
- Crafted a UX research plan and conducted competitive and secondary research including surveys and one-on-one interviews.
- I created personas, story boards and designed the branding and logo for a new product.
- Sketched and digitized wireframes as well as created Hi-Fidelity prototypes for user testing within the community.
- I conducted remote usability testing and iterations based on findings.

## Work Experience

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### Westar Marine Services Captain 1600 Tonn Master of Tow

May 2017 — Present (San Francisco, CA)

- Westar Marine Services is a Tugboat and Launch Vessel company that services the bay area.
- I specialize in marine transportation and navigation where I help ensure millions of tons of goods, equipment and personnel are delivered safely and on time.
- As Captain, I am charged with leading the vessel and its crew. I spend time complying with local regulations, safety procedures for my crews and making decisions on the fly during unforeseeable navigation conditions such as equipment failure and bad weather.
- I work in tandem with different companies, government agencies and crews from around the world to understand their needs including route planning, communications and strict timelines.

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## SKILLS

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Interaction Design  
Prototyping  
Wireframing  
User Flows  
Usability Testing  
User Research  
Illustration  
Branding  
Management

## TOOLS

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Figma  
Sketch  
Illustrator  
Procreate  
Optimal Workshop  
Basic HTML, CSS  
Basic JavaScript

## EDUCATION

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### Designlab UX Academy

500+ hours User Experience  
Design Immersive program  
over 8 months coursework

### California Maritime Academy

B.S. Marine Transportation  
Third Mate Navigational Officer  
(Unlimited Tonnage)