

Kevin Knabe

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Profile

UX designer with over twenty-five years of experience, including ten years at Apple. Expert in user research and task analysis, information architecture, interface design, and usability testing. Excellent writer. Experienced in the design of responsive websites and mobile apps in Agile development environments, with prototyping experience in Axure, Visio, OmniGraffle, Photoshop, HTML, and CSS.

Experience

SEI Investments

Jan. 2015 - Present

Senior User Experience Designer

- Work with business analysts and technical teams to develop wireframes and user interface specifications for SEI's Global Wealth Platform for banks and financial advisers.
- Established a user research program. Conduct contextual research and usability testing of design prototypes. Developed user personas.
- Developed training programs to educate business and technical experts about task analysis and other aspects of user-centered design methodology.
- Worked with other members of my team to develop a standards library and a library of UI software components.

Mystery Science Theatre 3000

Jan. 2016 – Sep. 2016

Script Formatter

- Formatted screenplays for six episodes of the Netflix TV series.

Rodale

Feb. 2006 – Sep. 2014

Senior User Experience Architect

- Established a usability research program to support the digital components of all Rodale brands: Men's Health, Women's Health, Prevention, Runner's World, and Bicycling.
- Created wireframes and functional specifications for web and mobile content apps. Used web analytics data to optimize user engagement with content.
- Moderated online communities.

Penn State University

Jan. 2001 – May 2004

Course Developer and Instructor

- Developed and taught a usability course.

Vanguard

Sep. 2001 – Feb. 2006

Senior Usability Engineer

- Conducted interviews and contextual observations to inform the design of Vanguard's web sites for institutional clients. Developed user personas and task analyses based on the research.
- Worked with business teams to develop functional requirements based on user needs.

Knabe Design

May 2000 – Sep. 2001

User Experience Designer

- Did user research and design for e-commerce clients, including Half.com, Columbia House, and WineAccess.

CDNOW

Sep. 1998 – May 2000

User Experience Manager

- Managed a group of user experience designers.
- Led user experience design of an e-commerce website.

Apple

Sep. 1988 – Feb. 1996, July 1996 – Sep. 1998

Senior Human Interface Engineer

- Conducted usability research that influenced all aspects of the Macintosh user experience, including hardware design, system software, user documentation, and packaging.
- Led user experience design for version 1.0 of the Mac OS online help system. Developed prototypes and wrote functional requirements.
- Designed and wrote the Macintosh Tutorial, a computer-based training program for new users of the Mac. Wrote user manuals for the Apple II and the Mac.

Sun Microsystems

Feb. 1996 – July 1996

Usability Engineer

- Performed usability evaluations of hardware industrial designs and operating system software.

IBM

June 1987 – Nov. 1987, May 1988 – Sep. 1988

Information Developer

- Wrote online help, online tutorials, and user manuals for IBM mainframe software.

Education

Carnegie Mellon University

Sep. 1986 - May 1988

Master of Arts in Professional Writing

Syracuse University

Sep. 1976 – May 1980

Bachelor of Arts: English and Television/Radio

Patents

U.S. Patent: “Method for Dynamically-Generating a Table of Contents View of an HTML-Based Information System,” Apple Computer, 2010.

Work Samples

Available at www.knabedesign.com.