

KELLY LOHR

kellylohrdesign.com
klohr@risd.edu
970.590.3887

EDUCATION

Rhode Island School of
Design
Masters Candidate in
Industrial Design
Jan 2014 - June 2016

Illinois Institute of
Technology
Bachelor of Science in
Materials Science and
Engineering
GPA 4.00
Aug 2009 - May 2013

DESIGN SKILLS

User Interview
Cultural Probes
Wire-framing
Website Architecture
Storyboarding
Rapid Prototyping
Concept Mapping
Affinity Diagramming

TECHNICAL SKILLS

Sketch
Photoshop
Illustrator
SolidWorks
Premier
Edge Animate
Bootstrap
Woodworking
Sewing

RECOGNITIONS

First Place Chicago
Innovation Chase
2013

Richard A Babcock
Leadership Award
2012

a **designer** of human experience
a maker of **conversation starters**

a commentator on **new technology**
a nerd about **redefining material**

RELATED EXPERIENCES

FJORD Service Design and Research Lead
SEPTEMBER 2019 - PRESENT

Lead mixed design and business teams for clients in insurance, energy, pharmaceutical, and Telco industries. Host regular skill building trainings.

Senior Service & Interaction Designer
FEBRUARY 2018 - SEPTEMBER 2019

Served as a service and interaction designer for Fjord's clients, guiding teams through research, synthesis, and prototyping of service and product concepts.

IBM User Experience Practice Lead
MARCH 2017 - FEBRUARY 2018

Developed a team strategy to facilitate and develop craft, inspiration, and community for all user experience designers in IBM Design for Client Services.

User Experience Designer
JULY 2016 - FEBRUARY 2018

Worked with researchers, visual designers, and front end developers to understand ideal user-flows and design user centered digital experiences. Developed products from exploratory research to interactive prototypes for IBM Talent Team, The Weather Company, Financial Products under Watson Finance, and IBM Design for Client Services.

CAPITAL ONE Design Strategist
JUNE 2015 - AUGUST 2015

Facilitated design thinking workshops, researched and designed the customer/associate interaction model for future Capital One Cafe's, and developed recommendations and assets for the Design Thinking Team to foster a healthy design culture as they grow.

DESIGN THESIS: PERSONAL HISTORIES IN THE DIGITAL DARK AGE
AUGUST 2015 - MAY 2016

One year design project focusing on the ways in which people record life events, manage their personal data, and reflect on their memories in the digital era. The project is embodied through a series of design experimentations and speculative products and services.

GRAVITYTANK Industrial Designer
JUNE 2013 - DECEMBER 2013

Member of the industrial design capability. Designed and built high and low fidelity prototypes, and participated in and planned brainstorming on packaging and medical related projects.