

Kuyheang Baker

I'm a software designer who focuses on inclusive designs. I believe software should serve everyone, regardless of ethnicity, gender, or ability.

EXPERIENCE

Solü Technology Partners, New York - UX Analyst

2022 - PRESENT

Employed at Solü as a user experience analyst, providing UI/UX insight and designs for various client projects while meeting client requirements.

- Redesigned telecommunications client's website with more modern design elements and for improved usability. As part of the redesign, new user interactions were implemented and optimized for clarity and readability.
- Helped client launch a web-product from the ground up by providing design assistance including accessibility guidance, competitive SWOT analysis, user personas, and customer flows.
- Created various web page designs for an internet service provider's existing website with a focus on improving the user experience for new and potential customers.
- Worked as part of a team to develop a platform for launching Content Management Systems (CMS) for existing and future clients.

Evotix, United Kingdom - Product Designer

2021 - 2022

Worked as a product designer for environmental health and safety compliance software, with a focus on UI/UX analysis and design.

- Interpreted regulatory and user requirements .
- Analyzed and implemented improvements to software usability and clarity.
- Upkept design components in Figma for future designer and developer reference for long-term product support.

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Rochester, NY - Remote

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[heang-baker](http://www.linkedin.com/in/kuyheang-baker)

SKILLS

- Accessibility Design
- Animation in After Effects
- Competitive Analysis
- Customer Journey Mapping
- Design Systems
- UI Design
- User Research and Testing
- Personas
- Prototyping
- Wireframing

TOOLS

- Figma
- Adobe XD
- Photoshop
- Illustrator
- After Effects
- InVision
- Balsamiq
- Miro
- SharePoint
- PowerPages

Fujifilm E-System Inc, New York - UI/UX Designer

2013 - 2021

Worked with a diverse team supporting the software development and innovation of Fujifilm kiosk, mobile, and web applications used to purchase photo products.

- Performed competitive and UI/UX analysis of various software components and web pages.
- Implemented extensive modernization and improvement of the shopping cart and checkout user interfaces for all three systems.
- Overhauled product-building tools for collages, photo books, mugs, and other customized products, with a focus on improving user confidence in the look and feel of the final product .
- Worked as part of a team to design and launch the Kiosk Photo Transfer mobile application.
- Performed field testing and user experience research with study participants to identify real-world usability issues.
- Collaborated directly with developer and marketing teams to identify and interpret requirements and design goals.
- Updated kiosk and mobile application product templates to streamline and standardize product changes or refreshes.

EDUCATION

Rochester Institute of Technology, New York

Bachelor of Fine Arts - New Media Design & Imaging

Minor - Game Design

2009 - 2013

Tompkins Cortland Community College, New York

Associate's Degree - New Media

2007 - 2009

PROFESSIONAL DEVELOPMENT

- CSS
- HTML
- JavaScript
- JQuery

INTERESTS

- Tabletop Roleplaying Games
- Crochet
- Hiking

