

kevin lin

Visual Interaction Designer

// <http://kevinl.in>
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experience

Sr. UX Designer — Akamai Technologies

Santa Clara, CA | Mar 2018 - Present

Continuing to lead the production of design documents, assets, and prototypes to articulate design decisions to internal stakeholders. Overseeing implementation of the user experience from product conception to launch. Collaborating with designers, project leads, and leadership to develop UX strategy.

Sr. Visual Designer — Akamai Technologies

Santa Clara, CA | Mar 2017 - Feb 2018

Collaborated with cross-functional teams on defining Akamai's new design system's style, components, and patterns. Led efforts for design system documentation website. Supported multiple projects in UI/UX capacity and mentored UX designers across the team. Developed new internal tools and workflows to help with team efficiency. Advocated for the value of design systems within Akamai and assisted with design handoffs to outside agencies.

Visual Designer — Akamai Technologies

Santa Clara, CA | Feb 2015 - Feb 2017

Developed visual language and delivered high-fidelity mockups for the next-generation customer portal prototype. Provided pixel-perfect mockups for development handoff. Worked closely with interaction designers to shape layouts and interaction patterns. Migrated design team to Sketch, the industry-standard design tool.

Design Intern — Left Field Labs

Venice, CA | Oct 2014 - Feb 2015

Conceptualized new applications for Google's AR-focused platform "Project Tango". Co-designed a game to demonstrate Tango's 3D tracking capabilities. Created, rigged, and animated low poly 3D models from concept art using Blender and Unity. Contributed project documentation by creating high quality animated assets.

recent projects

Arc Design System

Developed new design system to support a comprehensive portal redesign for Akamai Technologies.

skills & tools

UI – Sketch, Invision, Abstract

UX – Wireframe, Design Thinking, IA

Visual – Branding, Graphic, Adobe CC

Front-End – HTML / CSS / JS, git, CLI

Interaction – After Effect, Unity, Processing, Blender, Framer.js

Hardware – 3D Printing, OpenSCAD, Laser cutting, Arduino, Rhino 3D

education

UCLA — B.A. Design Media Arts

Los Angeles, CA | Sep 2011 - Dec 2014

2014 Undergraduate Dean's Scholarship | Design Media Arts

2013 Jorge Paulo Lemann Scholarship | UCLA Latin American Institute

Art Center at Night — Summer Session

Pasadena, CA | Jan 2013 - Jul 2013

2 Courses: Interaction Design and Product Design

languages

Native Proficiency: English, Chinese, Portuguese