



Dylan J Kerr

Product Designer

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Product Designer simplifying complex challenges through innovative, user-centered solutions.

Experience

Innovation Analyst

British Standards Institution [BSI]

Oct 2021 - Dec 2024

- Designed data-driven dashboards for KPI tracking, enabling clear insights and workflow optimization across 5 teams.
- Facilitated 12 workshops with stakeholders to identify AI opportunities, prioritize objectives, and mitigate privacy risks.
- Created 10 mobile and web prototypes in Figma, incorporating client insights to deliver features aligned with business needs.
- Produced an international Innovation Challenge, advancing 20% of 150+ ideas to development through cross-team collaboration.

AR/VR Content Development Intern

NASA - Marshall Space Flight Center

June 2021 - Sep 2021

- Integrated a networking engine API, enabling cross-platform VR compatibility and reducing development integration time by 25%.
- Conducted 5 usability tests on 3D interfaces tailored for astronaut training, enabling mastery of part assembly in low-gravity conditions.
- Delivered a multiplayer VR experience deployed across 3+ NASA bases to improve cable management processes and visualization.

Product Designer

The Luminosity Lab

Aug 2018- Sep 2021

- Mentored 8 design students, leading workshops that fostered creativity and produced portfolio-ready UX case studies.
- Designed interactive robotics lessons, reaching 500+ first-time users and improving S.T.E.M. accessibility for students.
- Partnered with Starbucks to design a web application, improving customer engagement by 30% during the COVID-19 pandemic.
- Prototyped a mixed reality interface for the U.S. Air Force, streamlining flight debriefs and reducing travel costs by 30%.

Education

M.A. Digital Culture [UX Design]

Arizona State University

Aug 2019 - May 2021

B.S. Industrial Design

Arizona State University

Aug 2015 - May 2019

Certificates

IBM Data Science by IBM

Coursera

Sep 21, 2024

Google UX Design by Google

Coursera

Dec 9, 2024

Skills

UI / UX Design
Design Thinking
Journey Mapping
Wireframing + Prototyping
User Research + Usability Testing
Information Architecture
Motion Design
3D + CAD Modeling
Data Mining + Data Analysis + Data Visualization
Machine Learning + Statistical Modeling
Cross-functional Collaboration
Strategy & Vision Presentation

Toolkit

Figma
Adobe CC [Photoshop + Illustrator + After Effects]
Blender + SolidWorks
Unity 3D + C#
HTML + CSS + Javascript
React + Bootstrap
Power BI + Tableau
Python
SQL
Git