

Hello

I'm Kelli Johannessen

Senior UX Designer

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Summary

Senior UX Designer with 14 years of experience encompassing a unique blend of successful innovation within an enterprise ecosystem, leadership, and startups.

- Led all 0-1 UX design and research for what became Indeed's 3rd highest grossing revenue product - [Indeed Hiring Events](#).
- Lead designer for US market for [Job Today](#) - job search app with 4.7 star rating and over 5 million downloads ([Apple App Store](#) / [Google Play Store](#))

Experience

[Job Today](#) / Senior UX Designer / 1 year

MAY 2023 - MAY 2024, REMOTE

Led all design for the US market for Job Today - a chat-focused job search app with millions of users across [iOS](#) and [Android](#).

- Guided leadership to transform the initial chat-based connection feature into a comprehensive platform focused on facilitating interviews. Introduced asynchronous video intros, piloted an in-person interview concept, and developed a backlog of additional features aimed at guiding users from chat to successful interviews.
- Led cross-functional brainstorming sessions leveraging Miro and crafted seamless design solutions in Figma for multiple surfaces including the Job Today website, iOS and Android apps, and physical retail signage.
- Established a robust user research framework, partnering with customer service teams to gather actionable insights and enhance user experiences in all three markets - UK, Spain, and the US.

[Indeed](#) / 7.5 years

Led design and research efforts for over 13 different 0 to 1 projects, 1 of which became the 3rd highest grossing revenue product for Indeed, as well as 3 internal tools.

Lead UX Designer - Indeed Incubator - OCT 2022 - MAR 2023, SEATTLE, WA

- Worked with small development teams, founders, senior leadership, and cross-functional partners to identify new problem spaces based on economic conditions, job types, and user behaviors.
- Conducted project kick-offs, facilitated brainstorming sessions, and owned end-to-end design processes, ensuring alignment with business goals and user needs.
- Ran in-depth user research and analysis to identify pain points and opportunities, leading to the development of impactful design solutions.

UX Design Manager - Indeed Incubator - APR 2020 - OCT 2022, SEATTLE, WA

- Managed an international design and research team, fostering innovation, collaboration, and continuous learning. Directed brainstorming sessions, guiding teams to creative solutions aligned with strategic objectives. Explored market opportunities and technologies to drive Indeed's product evolution and competitive advantage.

Senior UX Designer - Indeed Incubator - APR 2018 - APR 2020, SEATTLE, WA

- Partnered with diverse teams to identify problem spaces, facilitated project kick-offs, conducted in-depth user research, and developed impactful UI/UX design solutions aligned with business goals and user needs.

UX Designer - Indeed Labs - OCT 2015 - APR 2018, AUSTIN, TX

- Oversaw UI/UX design and research for three internal tools, including one used quarterly by all product and tech employees for reviews, as well as, two consumer-facing projects aiding students in job search and enabling anyone to become a recruiter.

HotSchedules / UX Designer / 1.5 years

FEB 2014 - OCT 2015, AUSTIN, TX

Employee scheduling app and employer shift management software.

- Designed wireframes and high-fidelity mockups for consumer-facing apps in the restaurant industry across Android, iOS, and web platforms. Conducted user tests, collaborated with teams, and defined information architecture to enhance user satisfaction and align with business goals.

CA Technologies / Product Designer & Team Lead / 3 years

APRIL 2011 - FEB 2014, AUSTIN, TX

- Crafted UI/UX designs for an enterprise network performance monitoring product, including creating wireframes, conducting user research, and establishing a design language in collaboration with an external design firm.

NiFTy TV / Graphic Designer / 1 year

FEB 2010 - MAR 2011, RUSTON, LA

- Designed print materials and maintained the company website, while also creating UI/UX for web app video players and a broadcasting system project.

Education

Louisiana Tech University / BFA Communication Design

AUG 2006 - MAY 2010

Skills

Figma, Miro, Sketch, Adobe Creative Suite, Photoshop, Illustrator, InDesign, UI Design, UX Design, iOS design, Android Design, Responsive Web Design, User Research, Information Architecture, HTML, CSS, Mentorship, Kickoff and Brainstorming Design and Facilitation