

Krista Acas

User Experience Designer

CONTACT

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SKILLS

Methodologies

Agile Development

Scrum Framework

User Centered Design

Design Thinking

Systems Thinking

Design

User Interface Design

User Research

Service Design

Interaction Design

Information Architecture

Design Systems

Responsive Design

Accessibility Design

Usability Testing

User Personas

User Flows

Wireframing

Sketching

Storyboarding

Visual Design

Graphic Design

Software

Figma

Miro

Adobe XD

Adobe Illustrator

Adobe Photoshop

Microsoft Azure DevOps

Coding

HTML

CSS

EXPERIENCE

User Experience Designer, Hack for Los Angeles

February 2025 - Present

- Design low to high fidelity mockups, wireframes, prototypes, and user flows in Figma to create a community website application for the city of Los Angeles
- Communicate with a cross-functional team of over 16 designers, developers, researchers, product managers, and stakeholders in a Lean-Agile development environment
- Iterate initial designs of components for the application's personalized design system in Figma

Freelance User Experience & Graphic Designer, Self-Employed

January 2023 - Present

- Serve clients by creating mockups, logos, branding, illustrations utilizing Figma and Adobe Creative Suite
- Plan and conduct research including user interviews, competitive analysis, and heuristic evaluations
- Collaborate with generative AI tools to automate tactical tasks such as planning, ideation, and analysis

Lead User Experience Designer, Baker Hughes

October 2018 - January 2023

- Lead the UX design during the development of 10+ enterprise cloud applications used across various oil and gas product lines and services in a Fortune 500 company
- Collaborated directly with stakeholders and product owners to design a united web, mobile, and desktop experience that integrated the needs of 70+ global office locations across international regions
- Worked closely with global cross-functional software development teams of varying sizes, ranging from 3 to 20+ members, in a fast-paced agile environment utilizing the Scrum framework
- Designed valuable UX deliverables in Figma including low and high fidelity website and mobile mockups, user flows, detailed UI components and interactions, and rapid prototypes
- Facilitated weekly research workshops with stakeholders and SMEs to capture user pain points and iteratively integrate feedback during development to improve our applications' usability
- Assisted a global design team in creating Baker Hughes' 1st and 2nd design systems to consolidate the work of designers and developers in the company, resulting in accelerated development workflow
- Provided UX support and feedback to multiple development teams across different time zones

Service Designer & Co-Creation Leader, Project Grow

January 2015 - March 2015

- Collaborated with the Ralph Mark Gilbert Civil Rights Museum to design self-guided and digital tours reimagining the physical space, service, and user experience to increase visitor rate
- Conducted contextual research onsite and interviewed users and stakeholders to identify pain points
- Lead co-creation workshops with stakeholders utilizing gamestorming methods to define key insights

Service Designer & Co-Creation Leader, Project REO

January 2014 - March 2014

- Collaborated with the SCAD Office of Student Involvement and SCAD Official Design Team to redesign the Student Center office space and service by creating mockups, branding, signage, and storyboards
- Led co-creation workshops with stakeholders utilizing gamestorming methods to define user problems

EDUCATION

Savannah College of Art and Design (SCAD)

Bachelor of Fine Arts in Interactive Design, focus in UX & Service Design

Graduated 2015