



katie pepe

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Skills

Product / UX Design
Product strategy
Visual design
Responsive / mobile
Information architecture
Persona mapping
Wireframing
Rapid prototyping
Usability testing
Product research
Style guide / pattern libraries
Branding / logos
Illustration / graphics

Tools

Sketch
Invision
Photoshop
Illustrator
InDesign
Adobe CC
After Effects
MS Office / GSuite
Github
Atom
Cyberduck

Languages

HTML
CSS
JavaScript
ReactJS

Experience

Workframe

Senior UX Designer | New York, NY | 2017 - Present

Workframe is a SaaS workflow and collaboration tool for high functioning commercial real estate teams. We recently raised over \$9 Million in Series B funding. I am currently a lead product designer creating a multifaceted project management tool that focuses on communication, document management, task management and project scheduling. I oversee, develop, and execute the design of the core experience by collaborating with developers, business owners, and end users. I am responsible for research, product road mapping, user testing, UX/UI design, the product style guide, brand, and overall success and execution of the product. I work directly with the CTO, CPO, product manager and director of engineering to oversee product direction and develop product strategy.

UX Designer | New York, NY | 2014 - 2017

As the first employee, I created Workframe's initial product focusing specifically on responsive desktop and mobile design. I designed experiences focused on interactive DXF floor plans, product catalogs, and project management/scheduling. I worked to develop the product road map and direction to get our startup off the ground and have a product to take to market. I am was in charge of designing Workframe's logo and branding.

Pivvit

Web Designer | Washington, DC | 2013 - 2014

I worked to launch Pivvit as a startup in 2013 by creating a platform to help nonprofit organizations and local small businesses connect with the donors and patrons in their areas. I designed and implemented an application style guide and rapidly prototyped to test with users and receive feedback for further product development. Collaborated with other UX designers and developers to execute and release a new product.

Warby Parker

Design Intern | New York, NY | 2014

While working at Warby Parker, I created digital content, print and marketing materials. Utilizing the Warby Parker style guide I was able to come up with new web and print campaign material to help launch their 2014 summer collection and their collaboration with musical artist Beck.

Education

University of Maryland, College Park

Class of 2014 | B.A. Studio Art, Design

Professional Development

General Assembly

Fall 2014 | Front End Web Development

Code Academy

Summer 2018 | Front End Web Applications (JavaScript and ReactJS)