Katherine Goldkamp

Projects

Teku - Case Study Project

Role: UX Designer, UX Researcher, Project Manager

Worked as the sole designer to create an app to encourage walking specifically for remote workers or individuals who have recently moved to a new area. Created assumptions, research, design ideation, product design, usability testing, and prototyping.

Sellie - Team Project

Role: UX Designer, UX Researcher, Project Manager

Worked in a team with 2 designers. Tasked to create a new platform that can enable homeowners and buyers to list and buy homes completely online without any realtors or agencies. Conducted initial discovery, research, design ideation, product design, usability testing, and prototyping.

Career Experience

Associate Project Manager - TBWA\WH

Oct 2021 - Present

Lead all projects to completion for the Merck Vaccines brand. Managed team workload for ~15 projects at a time while following strict processes for different mediums. Ensured all pieces were following Medical Legal Review submission guidelines. Developed in depth timelines & provided concise recap notes to provide transparency and clear communication for project statuses and next steps. Worked across multiple teams at the agency so deliverables were met each day & proposed solutions if the team hit any road blocks for on-time project completion.

Jr. Digital Project Manager - Once Upon A Time Aug 2021 - Oct 2021

Associate Project Manager - MRM Apr 2021 - Aug 2021

Content Manager - MRM May 2019 - Apt 2021

Education

Maryland Institute College of Arts

MPS in UX Design Jan 2021-May 2022

Grand Valley State University

B.S. Advertising & Public Relations Minor - Digital Studies Sep 2015 - Apr 2019

Core Competencies

- Product Design
- Prototyping
- Design thinking
- Problem solving
- Project Management
- Content Management
- Figma
- AdobeXD
- Adobe Creative Suite
- Apple iWorks
- Microsoft Office
- JIRA
- Japanese

Contact

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